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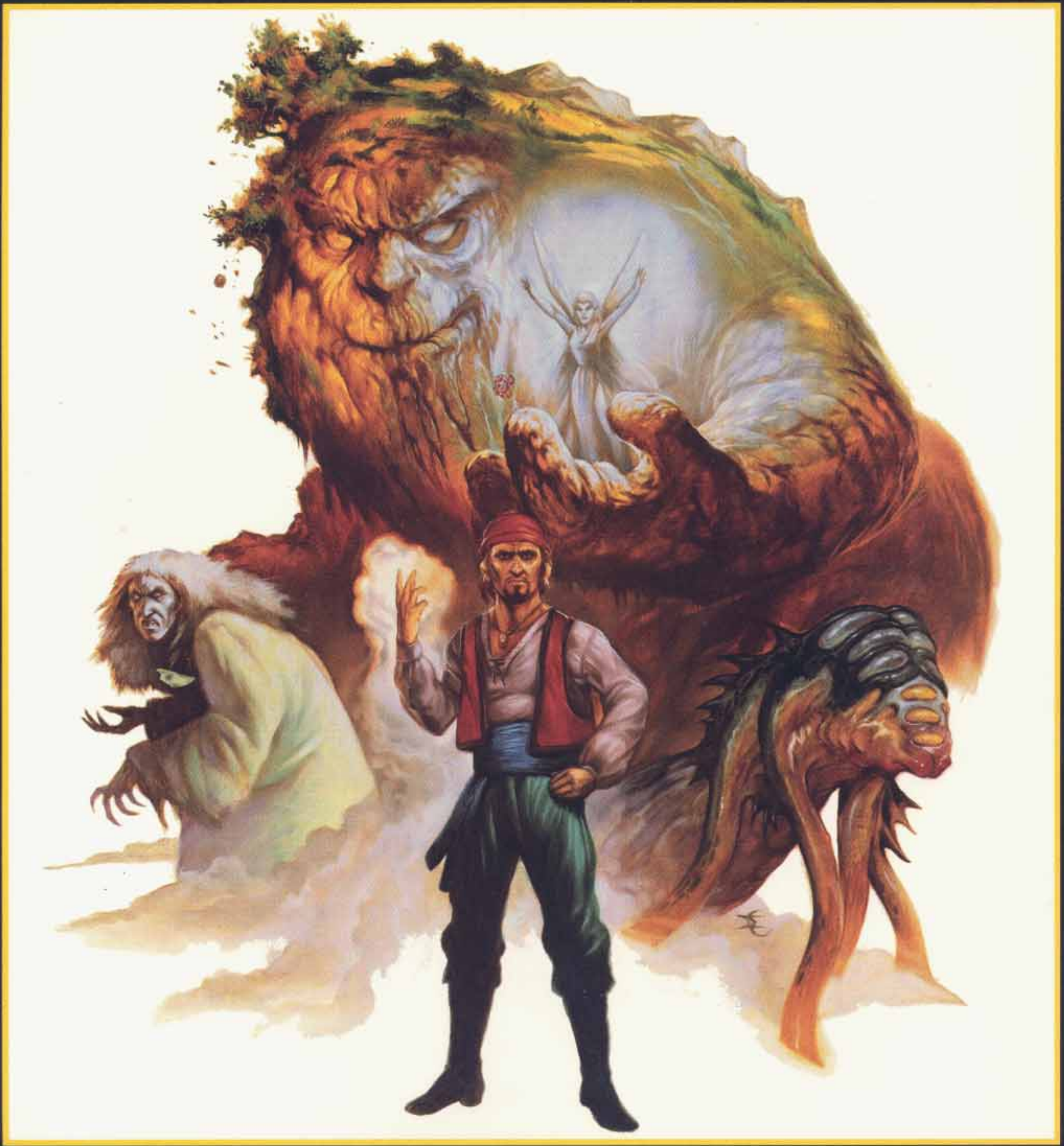
MONSTROUS COMPENDIUM® Annual

Volume Two

Advanced Dungeons & Dragons®



MONSTROUS COMPENDIUM® Annual
Volume Two

Advanced
Dungeons & Dragons®

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TSR, Inc.
201 Sheridan Springs Road
Lake Geneva
WI 53147
U.S.A.

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TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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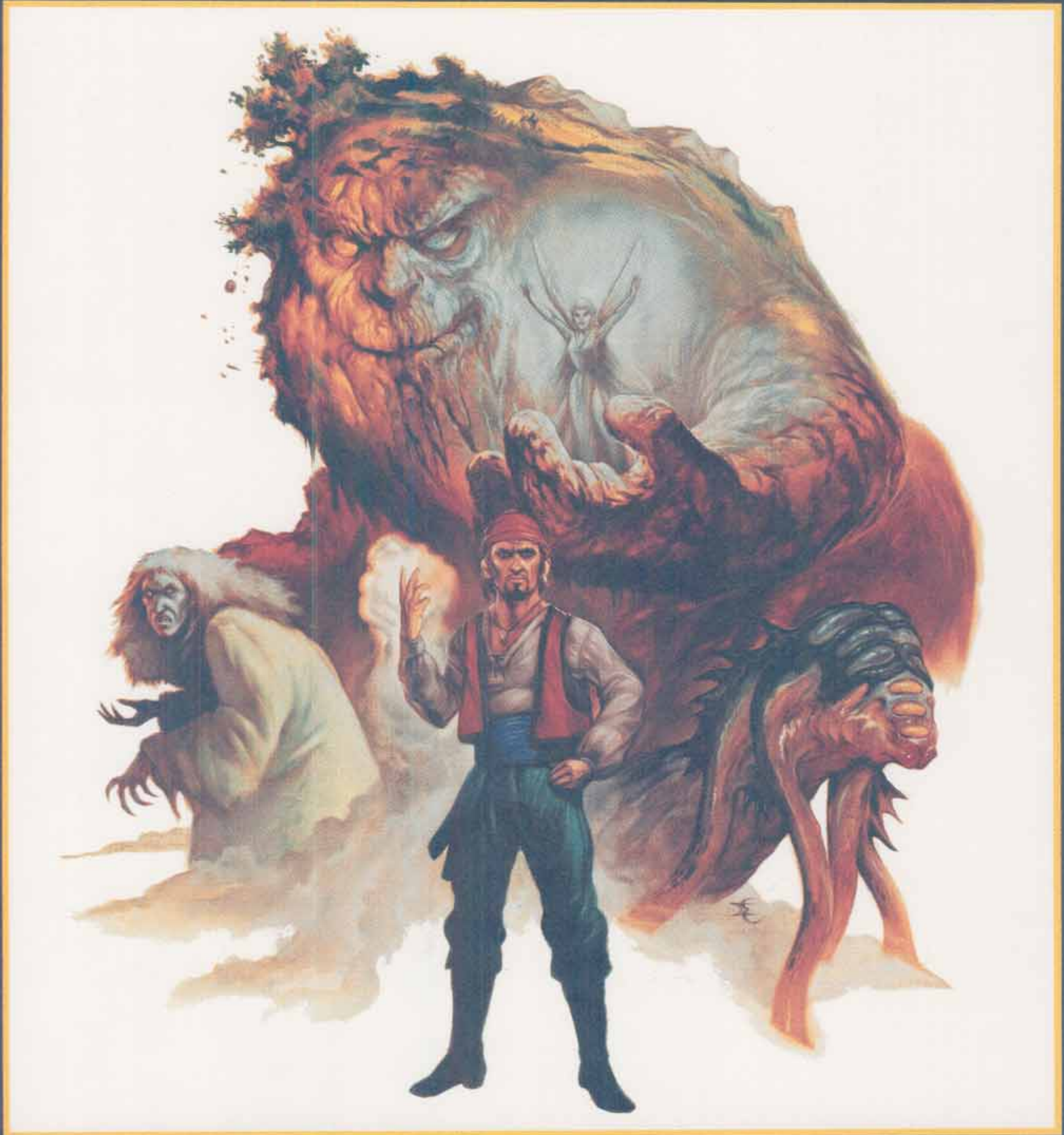
Editor: Jon Pickens
Creative Director: Steve Winter
Cover Artist: Jeff Easley
Interior Artists: Walter Velez, Arnie Swekel, Dennis Miller, Glenn Michael Angus, & Ken Frank
Additional Art: Tom Baxa, Stephen A. Daniele, & Mark Soppeland
Graphic Artists: Paul Hanchette & Don Danowski
Art Director: Stephen A. Daniele
Electronic Pre-press Coordinator: Dave Conant
Typography: Tracey L. Isler



How to Use This Book

This book is the second annual MONSTROUS COMPENDIUM® accessory in a series featuring creatures that appeared in various TSR role-playing games and periodicals over a single year—in this case, 1994. The selections come from myriad game worlds, but they've been developed with the intent to make them useful in any campaign setting; those who own products containing these monsters may discover slight variations if they compare the respective entries. Even so, monsters that come from product lines like the AL-QADIM® campaign setting or the RAVENLOFT® realm of terror often remain quite distinctive, and they should be chosen with care for use in an adventure. For example, most adventurers aren't likely to happen upon a megatherium or a koliathra as they wander along the road to glory.

However, standard "random encounter" tables for the main *MONSTROUS MANUAL*™ Tome are included in this text. Such tables provide a general structure for adventures in a generic game world, thus their inclusion is desirable. Otherwise, the advice on how to generate adventure-specific random encounters given in the first annual can be used with the new monsters given in this book.

Each monster entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Normally, climates include terms such as arctic, subarctic, temperate, and tropical. Terrain types include plain/scrub, forest, rough/hill, mountain, swamp, and desert.

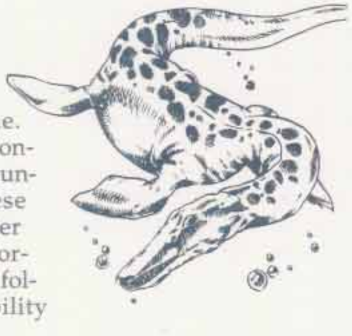
FREQUENCY is the likelihood of encountering a creature in any given area. Very rare indicates a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. This entry can be used as a guideline for adventure design.

ORGANIZATION is a description of the general social structure that the monster adopts. Common types are solitary, clan, pack, herd, and flock. In many cases, solitary includes small family groups or mated pairs.

ACTIVITY CYCLE is the time of day when the monster is normally awake and most alert. Those who tend to be busiest at night may be active at any time in subterranean or similar settings. It is worth remembering that the activity cycle entry is a general guide, and exceptions are fairly common.

DIET indicates what the creature generally eats, of course. Carnivores eat meat, herbivores eat plants, omnivores eat either, and scavengers dine mainly on carrion. Unusual entries, like *life energy* or *emotions*, may appear from time to time, and they are fully explained in the text.

INTELLIGENCE is the equivalent of the attribute score of the same name. Certain unintelligent monsters are instinctively cunning hunters, and these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:



0	Non-intelligent or not ratable
1	Animal intelligence
2–4	Semi-intelligent
5–7	Low intelligence
8–10	Average (human) intelligence
11–12	Very intelligent
13–14	Highly intelligent
15–16	Exceptionally intelligent
17–18	Genius
19–20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables that are found in the *DUNGEON MASTER® Guide* (*DMG*). The entry indicates the type of treasure likely to be found on or with an individual monster. Treasure should be adjusted downward if only a few monsters are encountered. This figure may be further increased or decreased at the DM's discretion. These tables should not be used to place dungeon treasure, as numbers encountered underground will be much smaller. Intelligent monsters will usually use magical items that are present, and try to carry off their most valuable treasures if hard-pressed.

Major treasures are normally found in the monster's lair and designated in parentheses. As a rule, these should not be determined randomly, but ought to be designed and placed by the DM. If he or she decides to assign such treasure randomly, it's best to roll for each type possible; if all rolls fail, no treasure of any type is found.

Unusually large or small treasures are noted by a parenthetical multiplier (×10, ×½, etc.). These should not be confused with treasure type X.

ALIGNMENT indicates the general behavior of an average monster of that type. Exceptions, though uncommon, may certainly be encountered.

NO. APPEARING indicates an average number of creatures that will be encountered in the wild. The DM should alter this to fit particular circumstances as the need arises. In many cases, additional information on this topic will be presented in the **Habitat/Society** or **Ecology** section.

ARMOR CLASS is a rating of the monster's resistance to damage in combat. In many cases this is based upon the creature's natural defenses, but it can also indicate armor worn by humanoids or other creatures. In some cases, high speed, natural agility, or magical protection may play a part in the determination of a creature's Armor Class rating. Humans and humanoids of roughly man size that wear armor will have an unarmored rating in parentheses. *Listed ACs do not include any special bonuses noted in the monster's description.*

MOVEMENT shows the relative speed of the creature compared to an unencumbered human, who has a rating of 12. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often modified by armor type (unarmored rates are given in parentheses). Movement through common media are abbreviated as follows:

Fl	Flying
Sw	Swimming
Br	Burrowing
Wb	Moving in a web

How to Use This Book

Flying creatures also have a maneuverability class of A to E, which is indicated in parentheses. Complete information on maneuverability classes and their use can be found in the aerial combat rules in the *DMG*.

HIT DICE indicates the number of dice rolled to generate the creature's hit points. Unless otherwise stated, Hit Dice are 8–sided. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points.

Some monsters will have additional points added to the total rolled on the Hit Dice. Thus, a creature with a rating of 4 + 4 has between 8 and 36 hit points. Monsters with a bonus of +3 or more added to their rolled hit points are considered to have an extra Hit Die for the purposes of attack rolls and saving throws. Thus, a creature with 4 + 4 HD attacks and saves as if it had 5 Hit Dice.

In rare cases, a monster will have a hit point spread without a Hit Dice rating. In order to determine the number of Hit Dice that such creatures have for attacks and saving throws, divide the listed hit points by 4. Round the Hit Die rating up with remainders of 0.5 or greater, and drop all other fractions.

THAC0 is the base roll that the monster needs to hit an enemy with an Armor Class of 0. This is a function of Hit Dice, as described in the Combat section of the *DMG*. Modifiers to the creature's attack roll will be presented in the **Combat** section of the entry, but the listed THAC0 does not include any special bonuses.

NO. OF ATTACKS indicates the number of times that the monster can attack in a single round. Multiple attacks can indicate several attacking arms, raking paws, multiple heads, etc. In some cases this does not include special attacks listed in the **Combat** section, but the text will make that clear. This number may be modified by hits that sever members, by *haste* and *slow* spells, and so forth.

DAMAGE/ATTACK shows the severity of a given attack and is expressed as a number and type of dice, which are rolled to determine the total number of hit points lost by the target of the attack. If the monster uses weapons, the damage listed is for its favored weapon. Damage bonuses due to high strength, special abilities, and the like are listed in the **Combat** section of the entry.

SPECIAL ATTACKS details any unusual attack modes possessed by the creature such as a breath weapon, spell use, poison, and the like. These are fully explained in the monster description.

SPECIAL DEFENSES provides information detailing any unusual resistances to harm that the monster might have. These commonly include an immunity to certain forms of attack or an invulnerability to nonmagical weapons, among other possibilities. These are fully detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the spell penetrates this resistance, the creature is still entitled to any saving throws normally allowed.

SIZE is an indication of the overall dimensions of the creature. In the case of humanoids, it indicates the height of the monster. For other creatures (snakes and dragons, for example), it refers to the monster's length. Other measurements are possible and will be explained in the text.

T = tiny	under 2 feet tall
S = small	2 to 4 feet tall
M = man-sized	4 to 7 feet tall
L = large	7 to 12 feet tall
H = huge	12 to 25 feet tall
G = gargantuan	over 25 feet tall

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following range:

2–4	Unreliable
5–7	Unsteady
8–10	Average
11–12	Steady
13–14	Elite
15–16	Champion
17–18	Fanatic
19–20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge, encounter situation, and overall campaign balance.

PSIONICS gives a complete breakdown of the creature's innate psionic abilities, including sciences or devotions known and PSPs available. A thorough understanding of this section requires familiarity with the *Complete Psionics Handbook*. This entry is included only for those creatures that have psionic powers.

Combat provides all of the information that a DM will need to resolve a battle with the monster. Among other things, it details special combat abilities, arms or armor, and unusual tactics employed by the creature.

Habitat/Society outlines the monster's general behavior, nature, social structure, guardian minions, and goals. Whereas the previous section provided information needed for resolving skirmishes involving the creature, this entry provides information useful for role-playing encounters.

Ecology describes how the monster fits into the campaign world (including common enemies or prey), gives useful products or byproducts of the creature, and presents other miscellaneous information. This information can help the Dungeon Master decide exactly when and where to introduce the monster into his or her campaign.

Close Variations of a monster are given in a special section after the main monster entry. For example, the arch-shadow entry also includes a brief discussion of the demi-shade, a closely related creature.

Calculating Experience Points

As of this writing, it has been about six years since the final touches were put into the Second Edition of the *ADVANCED DUNGEONS & DRAGONS*® rules. In that time, a number of major and minor changes have been introduced to the game system. One of the more important revisions is a change to the formula used to calculate experience-point rewards for defeating the various monsters encountered during an adventure. This revision was introduced in the *MONSTROUS MANUAL* hardbound and has become the new standard for the calculation of experience points.

The experience point values for the monsters in this *MONSTROUS COMPENDIUM*® appendix have all been calculated using the new, revised rules. The table to the right, updating the one printed in the AD&D® 2nd Edition *DUNGEON MASTER Guide*, is provided in order to make the DM's task easier when designing his or her own monsters.

It's worth noting that in some cases the DM will want to deviate from the values given here. Some monsters are so powerful that the experience point rewards generated with these tables will be far less than a party might deserve. A good example of such a creature is one of the denizens of the Abyss, described in the *PLANESCAPE*™ campaign setting, or any of the various darklords of the *RAVENLOFT*® campaign setting.

What has changed?

None of these changes affects the general way in which experience points are calculated. A DM still begins by noting the number of Hit Dice that a monster has (Table 31) and then applying some modifiers, based on the general powers and abilities of that creature. Only the modifiers (Table 32) have changed, although both tables have been printed here for easy reference.

Two new entries for psionic abilities have been added to the table. Thus, the possibility that a monster might have psionic disciplines (see *The Complete Psionics Handbook*) available to it has now been taken into account. Dungeon Masters who are not using psionic powers in their campaigns can simply ignore these additions.

Both the *magic resistance* and *breath weapon* entries have been split into two categories, reflecting the great range of possibilities within these classifications.

The bonus normally awarded for *flight* has been expanded to include other special forms of movement. Thus, a monster like a bullette or xorn, which can travel through the earth at great speed, would receive the same adjustment to its experience point value as a flying creature.

Of course, exceptions and unusual cases will still crop up. When this happens, Dungeon Masters will simply have to use a little common sense in the awarding of experience points.

Table 31: Creature Experience Point Values

HD or Level	XP Value
Less than 1–1	7
1–1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or higher	2,000 + 1,000 per additional Hit Die

Table 32: Hit Dice Value Modifiers

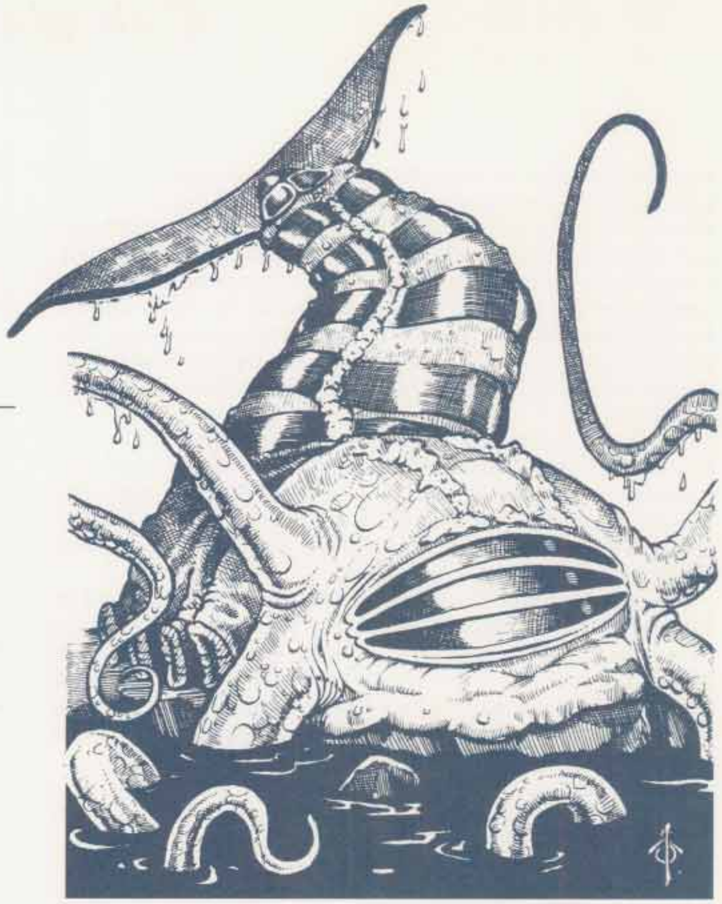
Armor Class 0 or lower	+1
Attacks, multiple (four or more per round)	+1
Blood drain	+1
Breath weapon, under 20 hp maximum damage	+1
Disease	+1
Flies or has other special movement power	+1
Hit points greater than normal (over 6 hp/HD)	+1
Immune to a spell or spells	+1
Immunity to or half-damage from any weapon type	+1
Intelligence High (13–14) or better	+1
Invisible at will	+1
Magic resistance (less than 50%)	+1
Magical item or weapon use	+1
Magical or silver weapons to hit	+1
Missile weapons or ranged attack ability	+1
Psionic devotions	+1
Regeneration	+1
Spellcasting (level 2 or less)	+1
Unlisted special defense mode	+1
Unlisted nonmagical special attack mode	+1

Attack, single, inflicts 20+ points of damage	+2
Attacks, multiple, inflicting 30+ points of damage	+2
Breath weapon, over 20 hp maximum damage	+2
Fear or weakness caused	+2
Magic resistance (50% or better)	+2
Paralysis	+2
Poison	+2
Psionic sciences	+2
Spellcasting (level 3 or greater)	+2
Swallows whole	+2
Unlisted special magical attack mode	+2

Energy drain (level or ability draining)	+3
Petrification	+3

Aboleth, Savant

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood/Community
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Supra-genius (15–19)
TREASURE:	Nil (F, U)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3, Sw 18
HIT DICE:	12+12
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6 + special (x4)
SPECIAL ATTACKS:	Spells, aboleth glyphs, frenzy, domination, tentacle toxin
SPECIAL DEFENSES:	Spells, aboleth glyphs, slime, mucus cloud, detect invisible (75% chance within 60')
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Champion (16)
XP VALUE:	13,000
Spellcaster 9+ level	14,000
Comp. Master Glyph creator	15,000



Savant aboleth are the great spellcasters of the aboleth species. Physically they resemble ordinary aboleth. However, the bony ridges of a savant aboleth head are unusually prominent and constitute a virtual armoring of the creature's slightly oversized cranium. Its tentacles are very tough and leathery, with calcified nodules along their surfaces. Together, these help to give the savant aboleth its superior Armor Class rating. Like all aboleth, savant aboleth are amphibious.

Savant aboleth can cast spells as both priests and wizards. They can attain 12th level as priests and 14th level as wizards. While ordinary aboleth may become priests of Juiblex the Slime Lord or of the aboleth Power known as the Blood Queen, savant aboleth primarily revere the Blood Queen. As priests, savant aboleth can use spells from any of the following spheres: all, charm, divination, elemental (air, earth, water), guardian, law, protection, summoning, sun (reversed, minor access only), and weather. As wizards, they very rarely specialize, though a small number take advantage of their race's natural affinity with enchantment/charm spells and effects to become specialist Enchanters. Nonspecialist savant aboleth have certain restrictions on spell use. They cannot use any form of fire-based or fire-affecting spell. Furthermore, they can only employ necromancy spells with difficulty (+2 bonus to the victim's saving throws) and are limited to spells from this school of 4th level or below.

1d100	Priest level	Wizard level
01–03	1d4	1d4
04–10	1d4+1	1d4+1
11–25	1d6+1	1d6+1
26–40	1d6+2	1d6+2
41–60	1d4+5	1d4+6
61–80	1d4+6	1d6+6
81–90	1d4+8	1d6+8
91–99	1d3+9	1d4+10
00	1d2+10	1d3+11

The Intelligence score of a savant aboleth is determined by rolling 1d5+14. The Wisdom score of the creature is determined by rolling 1d4+14. To randomly determine the spellcasting power of a savant aboleth, roll 1d100 twice and consult the table.

However, the lower rating should always be adjusted upwards (if necessary) so that it is no more than three levels lower than the higher rating. For example, if the random rolls create a savant aboleth as a 10th-level priest and 5th-level wizard, increase the wizard rating to 7th level.

Savant aboleth are rare. Aboleth are few to begin with, and no more than 2% or so of these creatures possess the exceptional mental gifts required to become a savant. It may be that the savant aboleth are correct in their view that the Blood Queen deliberately chooses few of her creatures to bless with the skills of the savant.

Combat: Savant aboleth are 75% likely to detect invisible creatures or objects within 60 feet. The savant aboleth always attempts to use spells and its *domination* power rather than melee. If forced into melee, it fights in the same way as any ordinary aboleth: a single touch from a tentacle and a failed saving throw vs. spell turns the victim's skin to a clear membrane in only 1d4+1 rounds; thereafter he or she must remain immersed in cool water or suffer 1d12 points of damage per turn. *Cure disease* can stop the process; once completed it can be reversed by *cure serious wounds*.

The savant aboleth is a more formidable enslaver than its ordinary kindred. Like them it can make three attempts per day to enslave creatures by *domination*, one creature per attempt, but the range of this attack is 30 yards and the target suffers a –2 penalty to the saving throw vs. spell to resist the effect. Moreover, the enslavement is complete, and the *dominated* creature will fight for the savant aboleth if so commanded. Any telepathic instruction from the savant aboleth to engage in a course of action which is clearly suicidal (and the Intelligence of the victim has to be taken into account here) allows the victim a fresh saving throw vs. spell, without penalty, to free himself or herself from the *domination*. The enslavement can be undone by a successful *dispel magic* (cast against a level of spell use equal to the highest level rating for the aboleth in priest or wizard class), *remove curse*, or by separating the victim from the savant by a distance of one mile or more, which permits a fresh saving throw without penalty each full day the separation is maintained. Note that, because the *domination* effect of the savant is so complete, these creatures are likely to have powerful creatures accompanying them as bodyguards—savant aboleth are fully cognizant of their unpopularity among "lesser races," and take suitable precautions. Any aboleth fighting to protect the life of a savant has a morale of 19 as long as the savant survives.

Underwater, the savant aboleth has the same mucus cloud protection, with the same effects, as ordinary aboleth (anyone within a foot of the aboleth who fails a saving throw vs. poison loses the ability to breathe air, suffocating in 2d6 rounds if he or she tries; the cloud also bestows the ability to breathe water for 1 to 3 hours).

Finally, the savant aboleth will go into a frenzy if close to death (12 hit points or below). In this state, which automatically supervenes at this time, the savant cannot cast spells or use any spell-like powers. However, its tentacle attacks cause double damage (2d6) and the enraged, despairing creature will even attempt a head-smash attack each round, ramming with the bony protrusions on its forehead. This attack is clumsy (–4 penalty to the attack roll) but can affect up to two M size (or three S size) opponents. Damage from this head smash is 4d6 hit points, and a smashed opponent must make a Dexterity check or be knocked off his or her feet and stunned for 1d3 rounds. Once in a frenzy, the savant will not recover its normal demeanor until it has killed all opponents visible to it.

Habitat/Society: Savant aboleth are highly arrogant creatures. Cabals of savant aboleth organize and run aboleth society, playing the role of rulers and dominators from within their great cities. They rarely leave the city of their dwelling, sending ordinary aboleth out to do the dirty work of capturing slaves and the task of collecting food for the savants, while they brood long and deeply in their domains. Young savants born elsewhere leave their broods virtually as soon as they are capable of independence, believing themselves to be guided by the Blood Queen to the great cities of the aboleth deep in the Underdark. Sometimes, older savants will travel to a brood to take acquisition of a young aboleth which has latent savant gifts. This is one of the few occasions when savants leave their cities, but leave they sometimes must, for savant aboleth are infertile and do not produce young of their own.

Savant aboleth are always hungry for magical items and lore. They do not require spellbooks for their wizard spells; memorized spells are recalled automatically during periods of rest and sleep and do not need to be relearned from any independent source. Young savants may spend days or weeks in telepathic communion with their elders and betters, the older savants passing on their mastery of magical skills and their knowledge of dark, arcane secrets. Savant aboleth are always eager to devour spellcasters and magic-using creatures, the better to improve their own understanding of magic.

Savant aboleth have a complex symbolic glyph system they use for all written communication. Those who are of 7th or higher level in either the priest or wizard class can create magical glyphs by psychokinetic force, one glyph per day. Casting time is two turns plus one turn per additional glyph element (see below), so this is not a likely potential combat action. The total number of glyph-elements a savant aboleth can maintain at any one time equals its Intelligence score.

Savant aboleth glyphs come in four categories: *simple glyphs*, *complex glyphs*, *master glyphs*, and *complex master glyphs*. *Simple glyphs* are identical to *glyphs of warding*. *Complex glyphs* combine the effects of two *glyphs of warding*—for example, an aboleth *complex glyph* might inflict cold damage and also cause paralysis. *Master glyphs* (each of which counts as a three-element glyph for the purposes of the savant aboleth's glyph limit) have unique effects. The following are a few examples of *master glyphs*:

- *The Glyph of Law.* Within 30 feet of this glyph, all creatures of nonlawful alignment are subject to an adverse *prayer* effect (–1 to all attack, damage, and saving throw rolls).

- *The Glyph of Enfeeblement.* Within 20 feet of this glyph, all non-aboleth feel themselves weakened and debilitated, suffering –3 penalties to Strength, Dexterity, and Constitution until leaving the area of effect and for 1d4 rounds thereafter.

- *The Glyph of Extension.* Any aboleth within 20 feet of this glyph has double the normal range for its *domination* power.

- *Glyph of the Slime Curse.* Within 30 feet of this glyph, saving throws against the transformational effect of an aboleth's tentacle are made at a –4 penalty and transformation occurs in but a single round.

Finally, great savant-aboleth of exceptional mastery (18 or higher Wisdom and Intelligence, 10th level or above as both priests and wizards) can create *complex master glyphs* which add an extra element onto a *master glyph* (for example, a *glyph of enfeeblement* which also does cold damage); these *complex master glyphs* can even include effects from different schools. *Complex master glyphs* still only count as three glyphs for the purpose of determining the limit on the number of glyphs the savant can maintain at any one time, but they require six turns to create.

Aboleth glyphs of all kinds can be removed by a successful *dispel magic* cast against the highest level rating for the savant aboleth which created them. Saving throws are permitted against the effects of all these glyphs, but saving throws against the effects of a *master glyph* are made with a –1 penalty; against *complex master glyphs* the penalty is –2. Only one saving throw is permitted against the whole battery of magical effects radiated by a *complex glyph* or a *complex master glyph*.

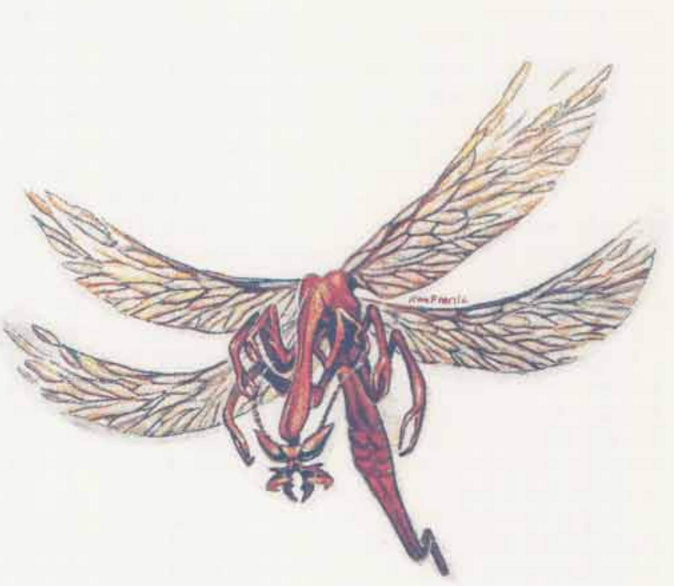
This glyphic skill is central to the savant's position within aboleth society. Being very lawful, ordinary aboleth acquiesce to the greater power of the savants as a matter of course, but this ability to defend and protect the aboleth city with a battery of *complex glyphs* earns the savant aboleth the loyalty and respect of ordinary aboleth.

Ecology: Savant aboleth are either supreme beings at the top of their food chain or bloated parasites consuming food and resources gathered by slaves and lackeys, depending on one's point of view. Their diet is the same as that of ordinary aboleth—algae, fish, diverse water plants, and the like—but they have an especial liking for the flesh of spellcasters and magic-using creatures, as noted above. Savant aboleth have no natural enemies. Virtually all intelligent marine life knows well enough to give them an extremely wide berth.

Addazahr

CLIMATE/TERRAIN	Tropical, subtropical, and temperate/Desert, hills, plains
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	6–60
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 + disease
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2″ long)
MORALE:	Unsteady (6)
XP VALUE:	15



Addazahr, or *backbiters*, are small, slender, winged insects about two inches in length. They dwell in deserts, plains, and hills. Their pale amber color and extreme elongation make them resemble nothing so much as a piece of hay or straw. Addazahr wings are so fragile it is almost impossible to see them when the insects are in flight.

Combat: Addazahr do not engage in combat *per se*. They are nonaggressive, seeking only to gain sustenance in the form of blood from warm-blooded creatures.

Their bite causes only one point of damage, but it injects a small amount of their saliva into the bloodstream of their victims. This saliva works as a disease, causing soreness and swelling of the joints in humans and animals other than beasts of burden (a successful saving throw vs. paralyzation negates this effect).

Those animals which are primarily used as mounts or to bear burdens, such as camels and horses, are affected more seriously, though usually not fatally. In such cases, the saliva attacks the muscles of the animal's back, causing weakness and severe pain. The animal so affected cannot carry burdens or be induced to move far.

The disease in either humans or animals can be cured by a *cure disease* spell. Otherwise, those affected return to normal in approximately two weeks. A few of the desert tribes claim to know of a nonmagical remedy which is effective within three days, but reports of this are unsubstantiated. Caravans attract the addazahr, and their depredations can cause loss of time while camels recover, loss of money due to late arrivals at market, or even loss of life in cases where the caravan becomes stranded far from a water source. Because of their physical forms and the effect their bite produces, this bane of merchants is sometimes jokingly referred to as "the straw that broke the camel's back."

Almost any sort of attack will kill addazahr. They are susceptible to both normal and magical cold or fire, and any hit upon them will destroy them. Water and other liquids do them no particular harm, unless they are completely immersed in the liquid and restrained from flying or crawling out of it, in which case they will drown like any other air-breathing creature.

Habitat/Society: Addazahr move about almost constantly, seeking out food. They are most commonly encountered in arid, seasonal grasslands in deserts. Though they are omnivores, they need to feed on the blood of warm-blooded creatures in order to reproduce. Females that have fed on blood enter a cycle and produce eggs within 72 hours. The eggs (which are too small to be easily seen by the unaided human or demihuman eye) are laid in whatever terrain the insects are currently passing through. They hatch in a month. If there are no plants or animals nearby upon which the young can feed when they hatch, they die. Even if they take in blood as their chief sustenance, the young insects cannot reproduce until they are three months old. These are the chief regulating factors of their existence, keeping the fast-breeding insects within reasonable bounds. They can live to be up to a year old.

Addazahr have no permanent lair and hoard no treasure.

Ecology: Addazahr are parasites. Their role is that of a scavenger and occasional accidental pollinator. They can feed on carrion, though they cannot use any blood gained thereby to reproduce, and they often break down small seed casings for food. Their wings, though fragile, act as collectors of pollen, and they may transport pollen from one plant to another.

If their eggs can be located, they can be gathered and carried without harm to them. When they hatch, they can be kept in glass or pottery jars so long as they have air and food.

Amiq Rasol

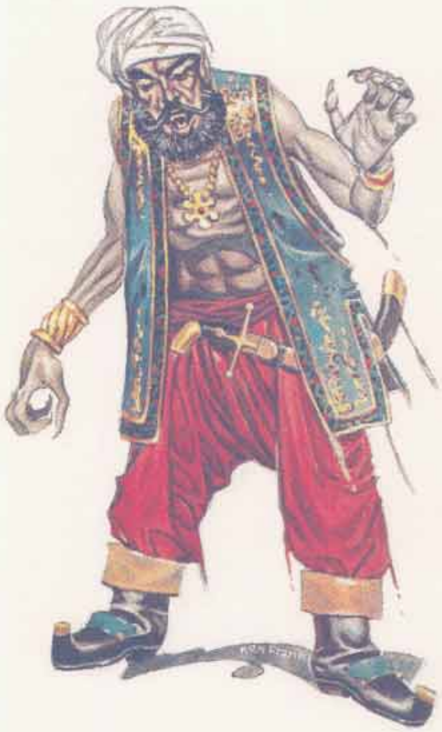
CLIMATE/TERRAIN:	Sea coast
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13–14)
TREASURE:	Nil (C)
ALIGNMENT:	Neutral evil or neutral
NO. APPEARING:	1–10
ARMOR CLASS:	4
MOVEMENT:	18, Sw 9
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4 (claws), 1d6 (bite)
SPECIAL ATTACKS:	Energy drain, charm
SPECIAL DEFENSES:	+2 or better weapon to hit, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Elite (14)
XP VALUE:	7,000

Amiq Rasol, also called *deep men* or *dark men*, are undead corsairs who were lost at sea, murdered, or marooned. Corsairs who refused to acknowledge or turned away from the gods may also become amiq rasol. They haunt the coasts or islands nearest the site of their deaths and prey upon those mortals unlucky enough to stumble across them. Though usually solitary (e.g., a single marooned corsair), several may be found near the spot where some disaster befell their ship.

The amiq rasol look like normal corsairs except that their eyes have an eerie greenish glow in the dark and their nails and teeth are slightly elongated. Their skin is paler than it ought to be, and their clothing shows some signs of wear. Anyone seeing an amiq rasol through a *gem of seeing*, or while using a *true seeing* spell will see the creature's true appearance—a rotting corpse.

Combat: Amiq rasol attack with claws and teeth, causing 1d4 points of damage with each claw and biting for 1d6. The bite of the amiq rasol also causes the victim to lose one level of experience. As with other undead that use this attack form, the effect reduces the Hit Dice, class bonuses, and spell abilities of the victim. A victim drained of all levels dies, but does not become an amiq rasol in turn. Such a victim may be *raised* or *resurrected* normally.

In addition to their other powers, amiq rasol are able to cast a powerful *charm* spell (save vs. spell at –2) which they use to entice mortals to them. They can use this ability three times a day. A very few of these creatures are simply neutral rather than neutral evil; these often will use their *charm* spells to convince mortals to travel to the place of their death, find their remains, and have the proper death rites performed upon them by a priest of 9th level or higher. If this rite is performed, the amiq rasol is freed from its undead existence and released to go on to its afterlife.



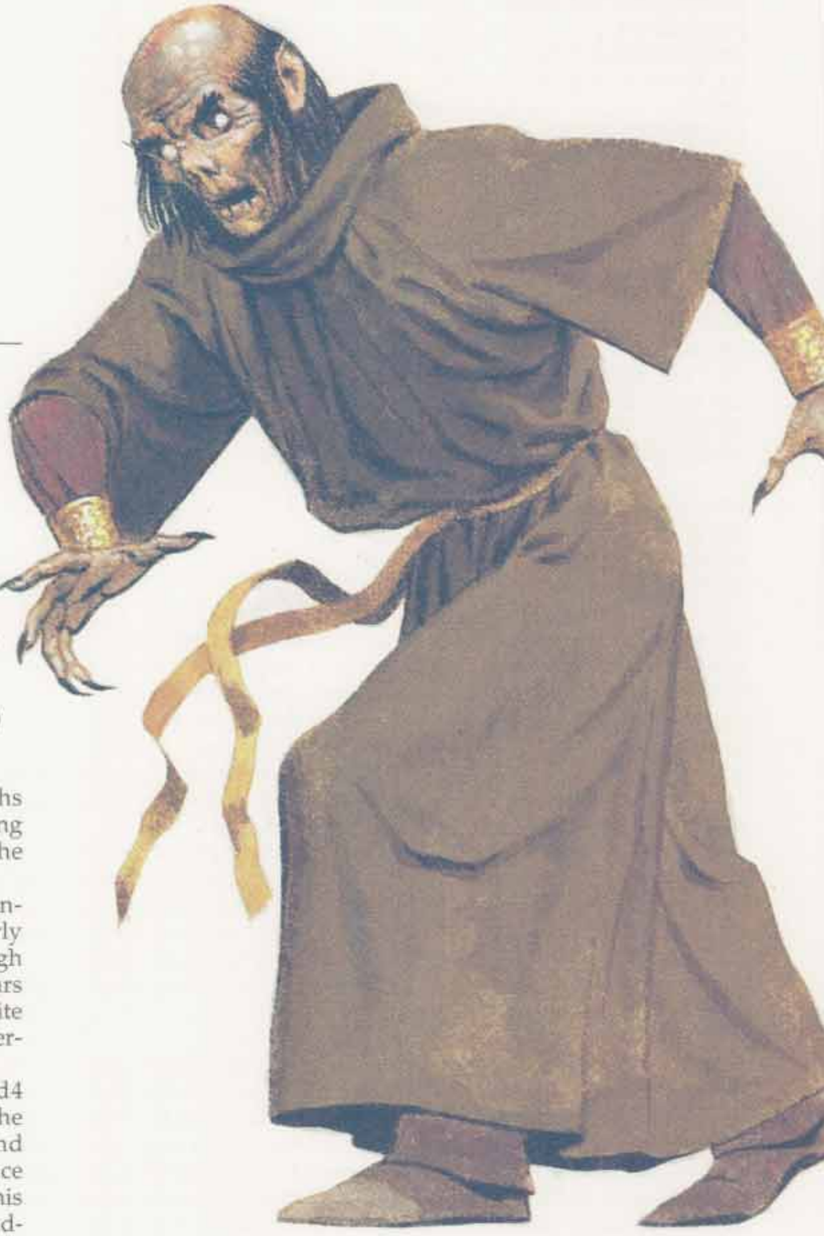
Amiq rasol can be turned as vampires, except in the actual place of their death, where they cannot be turned at all. They are immune to *sleep*, *charm*, *hold*, and cold-based spells. They can be hit only by +2 or better weapons. Holy water inflicts 2d4 points of damage per vial, but only against evil amiq rasol. A *raise dead* spell will slay an amiq rasol permanently, and a *resurrection* spell will restore the being to life. If slain by other magics or by weapons, it reconstitutes and forms another body within 24 hours.

Habitat/Society: Amiq rasol are found only near the site of their deaths. They are not tied to the exact spot, particularly if they died at sea, but are always found on islands or on the sea coast near the actual site. They feed off the energy they drain from mortals, and amiq rasol that do not feed for several years will fade away until they become wraiths. Though they prefer the dark, amiq rasol are just as capable of moving about and attacking by day. They are quite intelligent and may seek to pass themselves off as living beings in order to join a party of adventurers and assure themselves of continued feeding. Whenever an amiq rasol travels more than 100 miles from its place of death, however, it fades away and returns to the spot of its demise. They are partly creatures of the Negative Material Plane and must therefore maintain some contact with it through their habitat. They have no true society. Even those found together seem almost entirely self-absorbed and unconcerned about their fellow undead spirits.

Ecology: Amiq rasol retain some of the some of the equipment and treasure they had when living, and collect such from their victims. One tale tells of an amiq rasol that led a party to a cache of buried treasure in return for their collecting its bones and performing the proper final rites.

Arch-Shadow

	Arch-Shadow	Demi-Shade
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (19)	Supra-genius (20)
TREASURE:	Nil (C)	Nil (W)
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	6	1
MOVEMENT:	9	9
HIT DICE:	8+	11+
THAC0:	12	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	ld4+1	2d4
SPECIAL ATTACKS:	Spell use energy drain	Spell use, energy drain
SPECIAL DEFENSES:	+1 or better weapons to hit	+2 or better weapons to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (19–20)	Fanatic (17–18)
XP VALUE:	4,500	8,000



As evil wizards and priests grow older and see their deaths before them, some decide to take their chances with becoming a lich. Most fail and die. The unlucky few who survive the process but fail to achieve lichdom become arch-shadows.

Arch-shadows are undead that resemble ghosts or banshees. They wander the earth: brutal, unforgiving, and nearly maniacal in their quest to attain a secure existence. Although usually disguised, an arch-shadow in its natural form appears as a ghastly silhouette of its original body. Piercing blue-white pinpoints of light serve as eyes, its hair is ebony, and its fingernails have turned blue-black.

After gazing at an arch-shadow in its true form for ld4 rounds, another side of this undead becomes apparent. The skin that covers its ghostly body becomes withdrawn and tight, and its blue-white eyes are tinged with crimson. Its face is contorted in pain and agony. Sages have speculated that this was its final appearance before death, but only the arch-shadows know for sure.

Combat: An arch-shadow usually fights to drain energy from powerful creatures in order to achieve demi-shade status. If an arch-shadow is forced into a battle in which it has no chance of furthering this goal, it feigns its own death and awaits another opportunity.

Each successful attack by an arch-shadow causes ld4+1 points of damage (creatures immune to cold suffer only ld4 points of damage). By force of will, the arch-shadow can also choose to drain one life energy level from its target, but this reveals its true form.

Arch-shadows retain the spellcasting abilities they had in life; most undead of this sort are of 18th level or higher in casting ability. They can use the same magical items they wielded in life.

Arch-shadows cannot be destroyed by simple combat, powerful magic, or chance. Their life force is stored in a receptacle, a magical item of moderate to great power that the arch-shadow carefully protects. A magical weapon of +1 or greater enchantment is required to strike the arch-shadow. Upon being reduced to 0 hit points the arch-shadow simply dissolves, drawn back to its receptacle. It can be permanently destroyed by destroying its receptacle.

Arch-shadows are unaffected by natural sunlight and are immune to *sleep*, *charm*, *hold*, energy drain, *enfeeblement*, and mental attacks.

Arch-shadows are especially vulnerable to turning, being turned as wraiths.

Habitat/Society: Arch-shadows are relentless in the pursuit of demi-shade status. This desire is immediate and overwhelming. To this end, they will take any necessary action, and may cooperate with adventurers or any other creatures who can help them accomplish their goal.

Creatures aiding an arch-shadow should expect little more than the chance to serve the demi-shade once this form has been achieved. Demi-shades expect loyalty from their subjects but have no qualms about betraying their followers in pursuit of their goals.

Ecology: There are no recorded instances of a high-level priest or wizard striving to become an arch-shadow—misfortune leads to their existence.

During the process of achieving lichdom, the wizard or priest creates a special phylactery in which to store his or her life force. If this item fails during the process, there is a tremendous explosion and a 5% chance that the wizard or priest becomes an arch-shadow instead of being utterly destroyed. More often than not, faulty construction or some slight error in an incantation causes the delicate process to break down.

Once the lich-creation process has failed and the caster has successfully made the crossover to arch-shadow status, survival is not guaranteed. A system shock roll must be made, with failure indicating that the arch-shadow is drawn into the Plane of Negative Energy. If the roll is successful, the arch-shadow is teleported to the location of an item of moderate to great power (a *staff of curing*, a +3 or better weapon, a *ring of wizardry*, or another item with an experience point value greater than 1,500), into which it can place its life force. An artifact is unsuitable, nor can the item be one owned by the arch-shadow or any former henchmen; no item that was within 10 miles at the time of the failed attempt to become a lich is suitable.

The decision of which magical item to use is not made by the arch-shadow. The arch-shadow is teleported to a location where a suitable item exists. After infusing the item with its life force, the arch-shadow has tremendous capabilities regarding the uses of that item. The arch-shadow can add additional powers to the item, place *contingency* and warding magics upon it, and generally attempt to twist its magic for specific purposes. Adding additional powers to the item may destroy it and thus destroy the arch-shadow. The chance of destroying an item by placing additional powers into it is 5% per spell level of the power. In order to destroy an arch-shadow, the item infused with its life force must be destroyed. Once the item is destroyed, the arch-shadow loses 2 hit points per day until it reaches 0 hit points, at which time it permanently dissipates.

To become a demi-shade, the arch-shadow must drain life energy from creatures that have touched its receptacle within the last 24 hours. It usually takes eight life levels gathered within two hours for the change to occur, but an arch-shadow can gamble in order to gain more Hit Dice in the process of transforming. It typically accomplishes this by draining high level characters or powerful creatures. For each additional level over eight that the arch shadow drains, one extra Hit Die is gained. If the draining takes place in a particularly unhallowed place, the arch-shadow gains an additional Hit Die. The arch-shadow cannot exceed a total of 30 Hit Dice.

Demi-Shade

This is the mature form of the arch-shadow. After draining enough life energy to emerge in its new form, the demi-shade typically disappears from the face of the world for a time as it determines its next course of action. Since it still retains its link to the magical item that carries its life energy, the demi-shade normally brings the item with it for safekeeping. The desire to be free of the limitations of the receptacle and the threat of extinction when it is destroyed becomes paramount.

The demi-shade appears as a physical manifestation of its previous body. Skin color changes to a deep shade of gray-black, and its eyes burn a fierce crimson.

Combat: The touch of the demi-shade inflicts 2d4 points of damage and drains one level. Magical items that grant immunity to life level loss (e.g., *scarab of protection*) are 25% likely to fail against the power of the demi-shade.

A demi-shade has all of the resistances and immunities of an arch-shadow. Furthermore, a demi-shade can be struck only by magical weapons of +2 or better enchantment. It is not adversely affected by sunlight but tends to avoid it nonetheless. If its receptacle is destroyed, the demi-shade loses 4 hp per day until it perishes.

The demi-shade can be turned as a lich.

Habitat/Society: The demi-shade remains highly interested in the affairs of the living. After at least 4d10 years of solitude, the demi-shade puts its plans to work. If there is a way to cause widespread destruction and fear in pursuit of achieving its new goal, so much the better. These acts serve only to reinforce the fear of the demi-shade's power. Although demi-shades seldom have any desire to rule countries, they possess a fierce determination to see the world burn around them.

Automaton, Scaladar

CLIMATE/TERRAIN:	Any warm land or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Any possible (guardian)
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/2d4 + special
SPECIAL ATTACKS:	Electrical sting
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	35%; see below
SIZE:	H (12'+ long)
MORALE:	Special
XP VALUE:	5,000

Scaladar are automatons, scorpion-like guardian monsters originally created by a mage named Trobriand. Rumor has it that some of these cold, methodical killers are released with orders to simply destroy all living things they encounter—for that is how many of them behave.

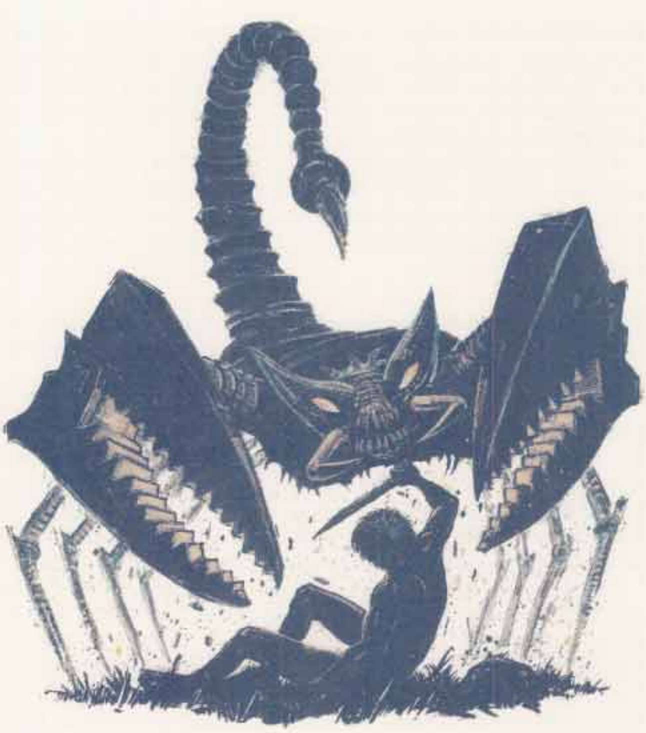
Combat: These smoothly-moving metallic constructs attack by grabbing prey with two huge pincer claws while they also lash out with their sting-equipped tails. Thus, a scaladar can potentially fight three opponents at one time. The claws do 1d12 points of damage when they close on a victim, repeating that damage each round thereafter until the victim breaks free. Victims may try to escape a claw once per combat with a successful bend bars/lift gates roll. If the roll fails, they are trapped until the scaladar drops them to grasp another opponent. Trapped beings are automatically struck by the scaladar's sting, no attack roll is required for the sting attack. Trapped victims are also used to bludgeon other beings or surroundings—the pincer does not release the victim but makes an attack roll; if successful, it bludgeons an opponent for 1d4 damage, which does an already-gripped victim an additional 1d6 damage.

A scaladar's sting does 2d4 points of physical damage, and also delivers an electrical discharge of 1d12 points to any victim it "stings." This attack can be generated by the scaladar only once per turn, but its sting can be augmented by electrical attacks, lightning strikes, and by magic cast at it.

Scaladar absorb all electrical attacks and all *magic missiles*. The former are retained as stored energy; calculate the hit points of damage of the attack and retain it—each point of damage equals one point of stored energy. The scaladar's stored energy is released by the tail sting in d12 discharge-attacks. The scaladar cannot release its stored energy in a "sting" unless it has 12 points or more stored away.

Scaladar can absorb *magic missiles*. These serve to heal hit points of damage suffered by the scaladar. The magical energy can be used to heal the scaladar only during the round the *magic missiles* hit. After that time, the magical energy is dissipated and lost.

Scaladar take only half damage from fire-and-heat-based attacks, and half from all edged or piercing weapon attacks.



The "metal monsters" are immune to *disintegrate*, *maze*, *crystalbrittle*, and any acid- or cold-based spells. Attempts to mentally influence a scaladar will always fail, making *charm*, control, and illusion spells useless; unless one is the creator of a particular scaladar, or another being identified by the same creator as a legitimate "controller," characters will never command scaladars with powers less than a full *wish*.

Scaladar can climb trees and rockpiles, albeit clumsily, but cannot swim or float. They can temporarily operate underwater without impairment; treat their electrical "stings" as 30 foot radius *fireballs*, doing the scaladar itself no harm. However, the metallic scorpions rust within 1d20 days, reducing them to half movement rate, and later (another 1d20 days) into total immobility.

Habitat/Society: The scaladar form no social groupings; they are encountered singly or in groups as ordered and deployed by their controllers.

Scaladar are always aware of the presence of others of their own kind within 100 feet. This detection also applies to sensing their creator or controller. If a scaladar is attacked within the range of others, they all immediately sense the threat—and may aid their fellow if their current operational orders allow it. In a like manner, the controller of a scaladar can mentally or verbally communicate an order to all scaladar within 100 feet. A controller can only mentally command scaladar if he has one of the *rings of Trobriand*.

Some wizards have attempted to devise specific spells allowing them to control encountered scaladar, while others are rumored to have attempted to make their own scaladar. If any mages have achieved success, they have so far kept silent. It is suspected that Trobriand has created some scaladar to destroy any "inferior models" of scaladar made by other wizards.

Ecology: Scaladar eat nothing, and function as predators only when ordered to do so. Most serve as guardians of their controller's keep, programmed with a specific range and specific objectives, such as "Keep this area around my tower free of any creatures larger than one foot tall." The scaladar pursue their orders without question and kill without compunction, if so ordered. As cold, bloodless, nigh-mindless killers, they are enemies of all living creatures.

Most scaladar are under orders to seize and swallow intact any magical items that they detect save those directly wielded by their controller; in this role, they constantly attempt to remove objects bearing dweomers from open use in their vicinity. A scaladar's orders are usually structured for primary and secondary goals—the collection of magical items is often its primary goal, though it often has to use force to achieve that goal.

Scaladar are created by a complex, exacting, jointly mechanical and magical process, so far solely practiced by their inventor, the archmage Trobriand. Sages believe that similar creatures were once in use in Myth Drannor. Netheril, and other magic-proud realms of long ago—and that a few of these may yet survive in long-sealed tombs and lost treasure-vaults. Other sages, those versed with spelljamming, argue that the scaladar are a larger derivation of the dreaded mechanized clockwork horrors. This theory is supported by Trobriand's duplicate copper horror in his laboratory.

Rings of Trobriand

These magical rings are the creation of Trobriand, an apprentice of Halaster and creator of the metallic scaladar. The rings allow mental contact and command of any scaladar within 100 feet. The *rings of Trobriand* also protect the wearer from attack by any scaladar, regardless of its orders; the ring will cause the scaladar to shut itself off for 1d12 turns immediately upon contact with the wearer. The only exceptions to this effect are scaladar under the command of Trobriand's *Master Ring of the Scaladar.* Trobriand's ring can override any scaladar's orders and issue new commands from a distance of 500 feet. The *Master Ring* temporarily locks out all other orders as the scaladar pursues the objectives given by Trobriand and cancels the shut-down effect of a minor ring. Trobriand has eliminated hated ex-apprentices as well as rival mages by attacking them with their own scaladar forces.

Enhanced Scaladar (Squch)

The enhanced scaladar, of which the only known example calls itself Squch, is an automaton especially created by Trobriand. Squch is physically identical to a normal scaladar, aside from its intelligence (16), magic resistance, independent will (neutral evil alignment), and a magical voicebox that allows it to speak common and drow.

Combat: Squch attacks like other scaladar. Moreover, the enhanced scaladar holds the victim in its vise-like grip and bludgeons other enemies with that unfortunate, dealing 1d4 points of damage to the bludgeoned foe, and an additional 1d6 points of damage to the tightly-held victim/weapon.

Like its less-intelligent cousins, Squch can absorb all *magic missiles* and all electrical attacks, and these have the normal effects. In addition, Squch has a magic resistance of 50%.

Like all of Trobriand's constructs, Squch is immune to *disintegrate, maze, crystalbrittle,* and any acid- or cold-based spells. It takes only half damage from fire- and heat-based attacks, and half damage from any attacks with edged or piercing weapons. All attempts to mentally control Squch will fail unless they specifically use *Trobriand's Master Ring.*

Habitat/Society: The enhanced scaladar has a more advanced artificial intelligence, allowing it to directly control its fellow constructs. Its primary magical "programming" instills in it a directive for control. It does realize, however, that it and the other metal monsters of it kind are unquestioningly under the control of the *Master Ring* (though Squch thinks it might have ways around that, provided enough magic . . .).

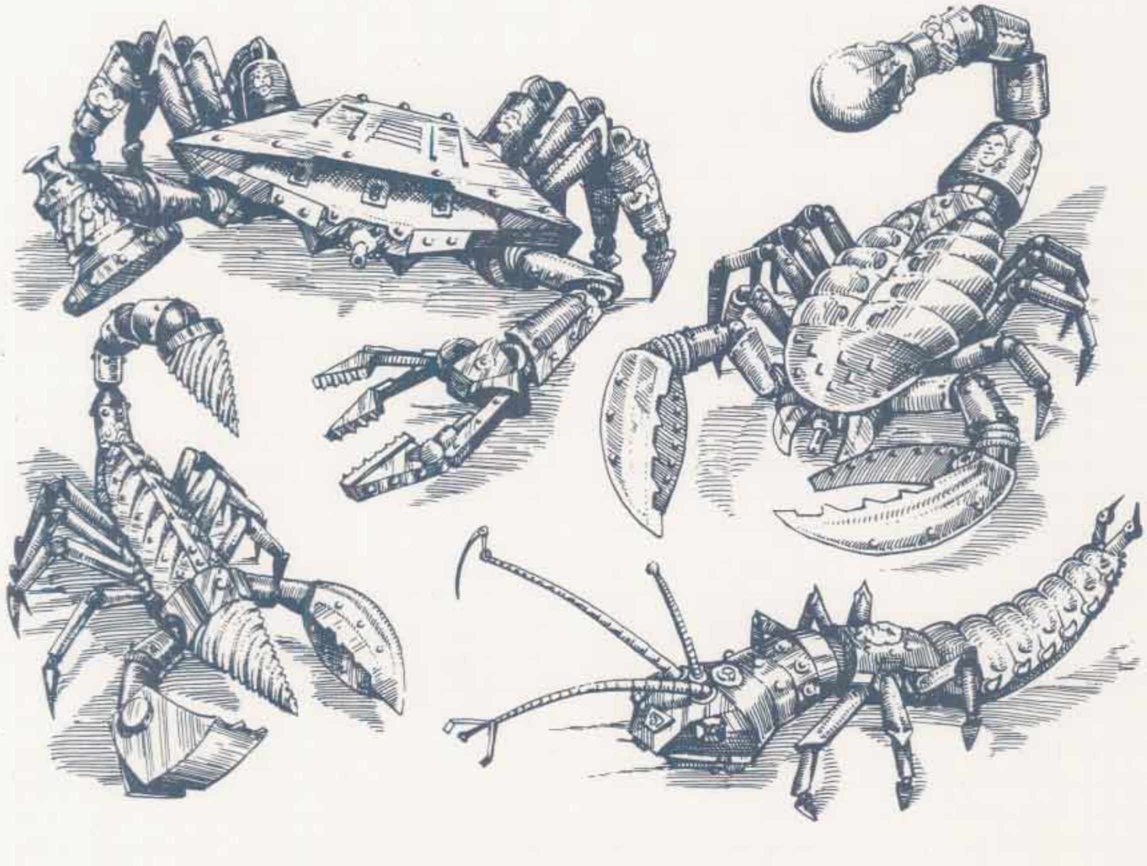
Squch is intelligent and ambitious and is following its directive of control quite well. It has delusions of grandeur along with its control directive, and is ruthless and totally lacking in qualities such as compassion or curiosity. It wants only one thing: to further its ambitions and obey its "need" for control. It is driven by a mechanical logic and is too intelligent to fall for spurious arguments or unsupported threats. Unlike others of its kind, Squch does not kill blindly and automatically; each opponent is evaluated in terms of what Squch might gain from him or her.

Squch moves smoothly on level ground, but can climb rockpiles in a clumsy fashion. It knows that it cannot swim or float, and that its metallic body would eventually rust if exposed to water for extended periods of time, and so it remains on dry ground at all times.

Ecology: Squch eats nothing, and requires no fuel. Trobriand knows of its ambitions, but only finds them "amusing from an anthropological point of view." He also knows that the construct will obey him without question, due to his *Master Ring.* With matters at an apparent impasse, Trobriand continues to observe Squch and its fellows with much amusement and interest. Squch, on the other hand, works incessantly to gain control of itself (it wants to find magic that allows it to defy Trobriand's control).

Automaton, Triobrand's

	Ferragam	Silversann	Thanatar
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Special	Special	Special
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Semi- (2–3)	Very	Non- (0)
TREASURE:	Incidental	Special	Incidental
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1–6	1	2–5
ARMOR CLASS:	4	4	0
MOVEMENT:	6	18	12
HIT DICE:	5	3	12
THAC0:	15	17	10
NO. OF ATTACKS:	2 + special	1	11
DAMAGE/ATTACK:	1d3/1d4+1	1d4	1d20/1d20/1d12
SPECIAL ATTACKS:	Fire jet	Nil	Gas
SPECIAL DEFENSES:	Immune to heat, half damage from edged weapons, immune to mind control	Nil	Special
MAGIC RESISTANCE:	10%	40%	25%
SIZE:	M (5′–7′ long)	S (2′ long)	H (15′long)
MORALE:	Fanatic (18)	Fearless (19)	Champion (15)
XP VALUE:	1,400	640	9,000



Automaton, Triobrand's

In aspiring to make reliable and powerful artificial guardians, the mage Trobriand created a number of different prototypes and models over a number of years, all of which he abandoned with the creation of his scaladar (see Scaladar). "Trobriand's automatons" generically refers to the multitude of mechanical creatures originally designed and created by the mage, but discarded. Three major types of Trobriand's automatons are currently functional: the *ferragan*, a workhorse and mechanic for other automatons; the *silversann*, the "brains" of the automatons and ersatz wizard; and the *thanatar*, quite literally the war machine. These three are the primary creatures currently in use. Triobrand created other automatons, but these tend to be little more than randomly constructed mobile scrap heaps used by others for spare parts.

Ferragan

Ferragans appear to be large, crablike creatures with six legs and two manipulative appendages. One of the appendages is a grasping arm with three large, strong fingers that look like a crab's claws. The other is a shaping arm similar to a large hammer or mallet with a large, rounded head for pounding. The small, flat head of this creature contains three eyes set forward in a triangular pattern, and a thin nozzle where the mouth would be on a living creature.

Ferragans are workhorses, their job being to repair other metal creatures and to make simple spare parts for them. They also seek out and store any and all raw materials that can be used for automaton assembly. When they find a source of metal (raw ore, a sword, or a suit of plate armor, for example), they attempt to collect it and bring it home for sorting and storage. They are intelligent enough to follow simple directions and to learn that certain creatures or objects are not raw materials.

Combat: These constructs attack by grabbing victims with the pincer arm (for 1d3 points of damage) and battering them with the shaping arm (for 1d4+1 points of damage). An opponent can attempt a bend bars/lift gates roll every round to escape the pincer arm. If a target is grasped and successfully held by the pincer, the ferragan attacks with a +2 bonus with the shaping arm in subsequent rounds. Every other round, it can attack with a *fire jet* from the nozzle on its head. This is a narrow flame similar to a cutting torch, and can be used only against held targets for 2d6 points of damage. This can be used no more than six times a day.

Due to their function, all ferragans are immune to heat damage. Their metal construction results in half damage from edged or piercing weapons. They are immune to all mind controlling attacks as they don't have living minds.

Habitat/Society: When he originally created the ferragans, Trobriand felt that they could take over the manufacture of simple parts for him, freeing him to devote himself to more creative work. However, they were more trouble than they were worth, as they constantly took valuable metal objects (like *iron bands of Bilarro*) to use for spare material. Rather than improve their intelligence and repeat an earlier failure with the silversann (see below), Trobriand banished all of his ferragans, both working and broken-down models.

Ferragans are mechanics. They create spare parts for any automatons that have been damaged in accidents or battles, and gather raw materials. They do not attack new arrivals to take metal from them, but they defend themselves to the best of their abilities from persons who physically object to having their armor or weapons stolen. They stop fighting when they get the metal they seek, and scurry away to sort and store it for later use. Ferragans do obey the silversanns and carry out any commands to the best of their understanding (admittedly not very great, but they do their best). They can also send out alarm signals to the thanatars for aid in obtaining metal, though the thanatars respond to the ferragans' signals only 50% of the time.

Ecology: Ferragans do not eat or drink, though their internal manufacturing processes leave many by-products in their habitats. Smoke and welding fumes are thick in the air around them, and living creatures engaging in strenuous activity (i.e., combat) around them must roll Constitution checks each round or suffer a penalty of –2 on all combat rolls and proficiency checks until they rest for 1 to 8 rounds. This effect ceases after leaving the ferragans' area. Like all of of Trobriand's automatons, ferragans must obey commands from *Trobriand's Master Ring*.

Silversann

Silversanns look like mechanical silverfish with several fine manipulators attached to their bodies at the base of their heads, looking like elongated antennae. They are a flat black color rather than silver, and their black armor does not reflect light. While appearing delicate, the silversann are stronger than they look and can carry 100 to 150 pounds, or drag perhaps two to three times as much.

Silversanns were invented by Trobriand to seek out magic and machinery, ascertain items' functions, and return useful items to him. Despite their simple tasks and bodies suited for said tasks, the silversanns were one of Trobriand's most disappointing failures.

While they possessed the intelligence he had hoped for and the curiosity needed to seek out new items, they also retained quite a bit of free-will and stubbornness within their artificial intellects. This created disturbing tendencies in them to keep objects they found for study and use rather than giving them to Trobriand after discerning their function. They also could lose track of their missions when something piqued their wide-ranging curiosities. While several are still in his service, most of the silversanns were discarded after failing to respond to Trobriand in an appropriate manner.

Combat: Silversanns are not suited for combat and often flee such situations if given the opportunity to do so. They seldom confront anyone not known to them except when supported by thanatar units. If forced into combat, they strike with their manipulator-tentacles, using them like whips (1–2 points of damage). They are intelligent enough to strike at vulnerable areas, such as eyes, and have a 20% chance with each successful hit to blind an opponent. This is only possible if their opponent's eyes are within their limited reach.

If physically threatened or pressured, the silversanns can "mentally" command any of Trobriand's automatons within 100 feet. This is their primary form of defense, using the ferragans and the thanatars as their enforcers. Under their control, any of Trobriand's automatons will sacrifice itself to protect the silversanns. Any of Trobriand's automatons that are somehow made to attack the silversanns will immediately deactivate for 1–12 rounds upon contact with their commanding silversann. The only mechanical automaton that is immune to their control is Squch, the enhanced scaladar (see Automation, Scaladar).

Automaton, Triobrand's

Habitat/Society: Silversanns are solitary creatures. They have the ability to *detect magic*, as befits their task of finding and discerning magical items. They can also duplicate the abilities of a *wand of metal and mineral detection*, allowing them to detect concentrations of metals and use their intelligence to determine whether it is useful for their master or not. Both of these abilities operate at all times.

Silversanns exist only for the acquisition of knowledge and will go to great lengths to investigate a new fact. Whenever two or more silversanns meet, they spend one turn exchanging any new discoveries they have made. After this exchange of information, they go their separate ways. Under normal circumstances, this is the only "social" contact they have.

The silversanns rebuild ferragans and thanatars to fulfill their impulse for investigating and fixing mechanisms. If confined to an area, silversanns may become "frustrated" at their inability to explore and turn to independent research as a way to maintain their function of "seeking magic." Some may try to recreate themselves with more intelligence in the hopes of creating a magic-using silversann. They hope that a "wizard" machine can manipulate magical portals, allowing them to explore even more freely.

To this end, they may well question adventurers, trying to find out what quality controls the ability to manipulate magic. They have been unsuccessful so far and may resort to the dissection of magical items (and mages!) to see if there is some internal mechanism or organ that governs this ability. They hope that, if such a thing is discovered, they can duplicate it within their own structures.

Silversanns have the ability to control other types of Trobriand's automatons similar to that granted by a *ring of Trobriand*. Mechanisms similar to said rings are embedded within their heads, though it would take a character with an Intelligence of 18 and a full knowledge of clockworks to find one. They are unique among Trobriand's creations in that they can sometimes resist such rings themselves. This chance is 50% for the normal rings and 15% for *Trobriand's Master Ring*. So far, the only silversanns that have resisted the *Master Ring* have been discarded.

Ecology: Silversanns have little or no effect on their immediate environment. They are not inherently destructive like thanatars or ferragans, and are interested only in seeking new knowledge of a mechanical or magical nature. Any encountered silversann is 35% likely to be carrying a random magical item that it is experimenting with or studying (or returning to Trobriand). Silversanns can function in any normal environment and are small and agile enough to climb stairs and rock piles, as well as being able to function underwater for limited periods of time.

Thanatar

The thanatar is one of Trobriand's attempts to improve a mechanical guardian called the scaladar. Resembling a scaladar in shape (a large metallic scorpion), the thanatar is not meant to be used as a security force, but as a powerful weapon of war. A thanatar has two huge front pincers and a heavy bludgeon on the tail in place of a stinger. It also has a large, wide nozzle for emitting gas at the front of its head between decorative metal mandibles.

Combat: A thanatar, like a scaladar, has no intelligence but is aware enough to carry out fairly complex orders in combat. It can also improvise if necessary. It attacks with the large tail bludgeon (1d12 points of damage) and two large pincers (1d20 points of crushing damage each). An opponent hit with a pincer can try to escape with a bend bars/lift gates roll. Failure means the creature is subject to automatic damage each round and cannot escape until otherwise freed. If both pincers hit, the thanatar can hold an opponent and project a sleep gas from the nozzle on its head (save vs. poison or fall unconscious for 2–8 hours).

Thanatars are immune to nonmagical edged weapons, and they suffer only half damage from nonmagical blunt and magical edged weapons. They are immune to acid damage and take half damage from fire or heat based attacks. They are immune to mind controlling attacks, being of artificial construction, and are likewise immune to illusions.

Though they have no innate intelligence, thanatars are built and programmed with a basic knowledge of tactics and strategy. They will coordinate their attacks to the best effect and will often cooperate to eliminate the most dangerous opponents before pursuing or attacking less powerful ones. They are also cognizant enough to recognize when they are outmatched and to retreat for new instructions from their commander, or to regroup and attack under more advantageous circumstances. They are not afraid to sacrifice themselves to carry out their orders, but they will not destroy themselves foolishly unless actively under orders from *Trobriand's Master Ring*.

Habitat/Society: Thanatars form no "natural" social groupings, being little more than automated war machines, but they will naturally cooperate when several of them are working together. They do not operate with any one thanatar in "command" unless commanded to do so, but tend to respond to their orders with a group mentality, all thanatars within a group acting on one impulse and one objective. Thanatars do not fight each other unless actively given conflicting orders, like "Protect the mage at all costs!" and "Kill that mage!" If two or more thanatars within a group are given conflicting orders, they will always see the other thanatars as the greatest threat, and they will attack each other until only one is left functioning.

In some areas, thanatars act as the guards and respond to commands from silversanns and ferragans, though their responses to ferragans are limited. They are called upon when any other units encounter intruders that they cannot handle alone. Most often, this entails confronting parties of adventurers who are reluctant to give up their metal and magical items. More rarely, they are also called upon to control or subdue newly rejected experimental automatons until they can be assimilated into the community.

Thanatars are subject to orders from the enhanced scaladar and the silversanns, actively pursuing their tasks as assigned, except when imperative distress calls from other units interrupt them. If they are currently performing a noncombat task, they are 20% more likely to respond to an alarm for combat (boosting the response to ferragan alarms to 70%). The thanatars are, of course, subject to control by *Trobriand's Master Ring*.

Ecology: Since few thanatars have as yet been let loose on the outside world, there is no data available on their effect on a natural ecology. However, it is certain that a large force of thanatars on the move could have a devastating effect on their surroundings if not ordered to restrict the damage to a particular area.

Trobriand's Minor Automatons

These are the multitude of unique rejects and failures that Trobriand has discarded. Unlike the other specialized types of creations here, few of these automatons were functional when dumped. Most abandoned automatons are scavenged by ferragans as scrap metal, though some maintain minimal mobility and function. These creatures were then "fixed" by the ferragans (or by the silversanns' experiments) and now are significantly altered from any one particular form.

These minor automatons have a multitude of differing shapes, sizes, and capabilities. Given Trobriand's affection for scorpions and other creatures of that type, that is the primary shape found, though it is often altered and mixed (a metal scorpion with a claw on its tail, a lobster-like automaton with tentacles instead of claws, etc.). Despite the preponderance of this phenotype, Trobriand's automatons span the range of animalia and beyond, producing remarkable metallic representations of nearly any monster or animal known.

Such automatons can have a wide number of variations across a wide number of characteristics. When a DM wishes to create a new minor automaton, always keep in mind that these automatons were rejected, abandoned, or damaged and their quirky construction should reflect that. The checklist given can help DMs determine the general physical characteristics of a minor automaton.

- SIZE: 1–20 feet in overall length or diameter
- INTELLIGENCE: Non- (0) to Semi- (2–4)
- HIT DICE: 1–8
- BODY TYPE: Scorpion, crab, silverfish, spider, lobster; any other legged monster or animal
- APPENDAGES/LIMBS: 2–8;
- FORMS: pincers, claws, hooks, tentacles, clubs, whips, blades, etc.
- RESISTANCES: All are immune to mental control spells and illusions due to their artificial construction (unless DMs wish to create a new artificial sentient). Standards are ½ damage from fire, acid, edged weapons, and cold. Specials include *magic missile* or electrical absorption and healing or magic resistance of 5–75% effectiveness.
- DISADVANTAGES: Double damage from specific attacks (like acid), limited sensors (infravision only, sonar only, malfunctioning eyes), cracked or missing armor, or mobility problems (broken limbs, rusting, etc.).

Automatons are usually assigned duties usually having nothing to do with player character interaction and, as such, will only attack if prevented from performing their function or in self-defense. The primary automatons encountered, other than the ferragans, scaladar, silversanns, and thanatars, are miner automatons, which are all assigned the task of drilling passageways for the silversanns.

Habitat/Society: These creatures are rarely found outside of Triobrand's vicinity; more specifically, they are only found within one of Trobriand's workshops or in a dumping ground for failed machines.

Minor automatons are at the bottom of the social ladder. They are given tasks such as hauling waste from ferragan working areas or mining to expand the dwelling areas and to search for raw materials. Digging causes a great deal of wear and tear on the machines and this causes the ferragans to frequently have to replace limbs on the minor automatons. The strain of trying to operate with a body that no longer meets its original specifications causes many a minor automaton to go berserk. When this happens, the thanatars destroy the offending machine and its components are melted down by the ferragans and completely reworked into new parts.

Silversanns often commandeer the minor automatons for their experiments into expanded intelligence. As most of the internal mechanisms for their artificial intelligences are located in their heads, early subjects were simply decapitated and their heads were replaced with other, larger heads. The subjects of these experiments were seldom good for anything but spare parts after this. A rare few, however, do survive the experiments and show some improvements in mental capacity. The silversanns have not yet learned anything of real value.

Automatons can be a source of information for adventurers. Since they usually have no orders concerning outsiders, they will speak with them if it does not interfere with their jobs. Strangely enough, the minor automatons tend to form real societies over time. They help each other whenever doing so does not interfere with their individual tasks at hand. They also exchange information on a regular basis and know more about what is going on with the various parts of their area than do the other units. This is the only advantage they have in their struggle to avoid the scrap heap.

Ecology: Minor automatons do not eat and drink. They have little or no direct effect on their environment other than such tasks as mining. They do remove raw materials from the surrounding stone, but not in a random or destructive manner.

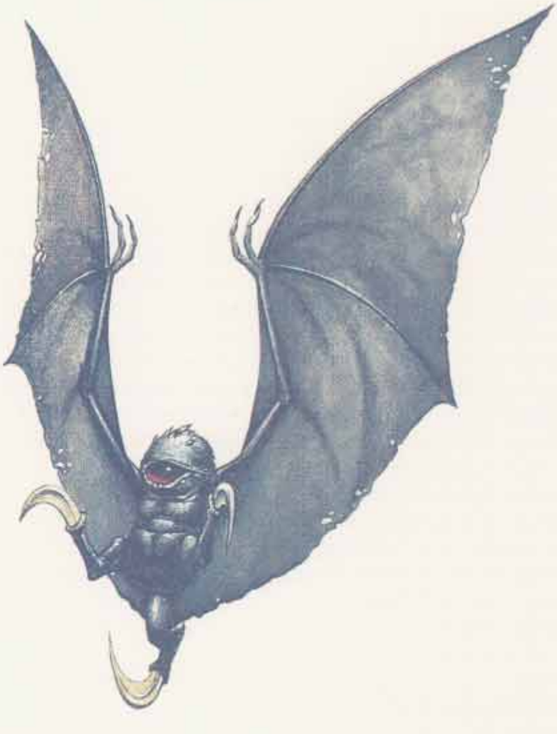
Rings of Trobriand

These magical rings are the creation of Trobriand, creator of various mechanical monsters. The rings allow mental contact and command of any of Trobriand's automatons, including ferragans, scaladars, silversanns, and thanatars, within 100 feet. The *rings of Trobriand* also protect the wearer from attacks; the ring shuts down any automaton for 1d12 turns upon contact with the wearer.

The only exceptions to these effects are those automatons under the command of *Trobriand's Master Ring*. Trobriand's ring can override any other ring-wearer's orders and issue new commands to automatons from a distance of 500 feet. The *Master Ring* temporarily locks out all other orders as the automatons pursue the objectives given by Trobriand and also cancels out the shut-down effects of the other minor rings. Trobriand has eliminated many hated ex-apprentices and rivals in this manner, lulling them into overconfidence and then attacking them with their own automaton forces.

Bat, Sporebat

CLIMATE/TERRAIN:	Temperate hills and plains
FREQUENCY:	Very rare
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average to Very (8–12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	3, Fl 30 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6 each
SPECIAL ATTACKS:	Surprise, poison eye-blast
SPECIAL DEFENSES:	Alertness, immune to heat and fire
MAGIC RESISTANCE:	Nil
SIZE:	M (3′ long, 8′ wingspan)
MORALE:	Elite (14)
XP VALUE:	7,000



This fungoid predator, sometimes called a *flying eye*, is a deadly opponent when airborne, but is nearly helpless when on the ground. The creature is about 3 feet long, with a wingspan of more than double that. It has three powerful claws and a single, dark eye that emits poisonous blasts. Its flesh is a deep gray or flat black.

The thinking process of the sporebat is quite alien, nearly unfathomable to animal lifeforms. They possess no language that can be understood by humanoids, some sages believe their reactions in certain situations indicate an understanding of several human, demihuman, and humanoid languages. In addition, their hunting techniques indicate a cold intelligence.

Combat: The sporebat is extremely stealthy. It moves with complete silence, and its dark coloration allows it to blend into shadows, or to remain unnoticed against a night sky. The creature remains at the same temperature as its surroundings, so cannot be detected because of a temperature difference. In addition, the sporebat hides and lies in wait for victims, swooping quickly to attack when something comes into view. All this adds up to an impressive –6 to opponents' surprise rolls, as well as a –2 penalty to opponents' attack rolls in darkness. The sporebat is very alert itself and gains a +3 bonus to its surprise rolls.

Sporebats are fearless predators and might attack even a large and well-armed group. They often begin an attack using their devastating eye-blasts. A sporebat can project a poisonous ray from its eye, in a cone 50 yards long and 10 yards wide at the base. Any creature caught in this area takes 4d6 points of damage, though a successful saving throw vs. breath weapon reduces damage by half. The eye-blast must then recharge, a process that requires 1 round per 1d6 of damage; thus, if the sporebat recharges for 2 rounds, it can unleash a blast that causes 2d6 damage (a saving throw for half damage still applies). The sporebat usually waits until fully recharged before using the eye-blast again, unless severely injured. A *slow poison* spell doubles the amount of time needed for the creature to recharge its eye-blast; a *neutralize poison* (which requires the caster to touch the sporebat) destroys any stored potential for an eye-blast, but the creature begins recharging immediately thereafter.

While the sporebat waits for its eye-blast to recharge, it launches a series of swooping attacks, returning every other round from a different direction to claw at its opponents. When more than one sporebat is present, they take turns attacking, so that at least one sporebat attacks every round. Each of the sporebat's three vicious claw inflicts 2d6 damage on a successful strike.

The sporebat is immune to heat and fire-based attacks, as well as to the sporebat eye-blast.

After the sporebat has slain all opponents in view, it settles over its kills and uses its claws to slice them into very small pieces, then eats the juicy remains with its toothy mouth. During breeding season (in the late fall), a sporebat might instead plant spores in one of its kills.

Habitat/Society: Found in places that allow them space to fly, sporebats usually travel and hunt in "clutches," groups born from spores planted in the same carrion. They have no society that can be understood by humans. All attempts at using psionic methods or *ESP* spells to communicate with them yield only a series of strange and disturbing images, none comprehensible. Still, the creatures do seem to communicate with one another, perhaps telepathically, perhaps through the use of spores, perhaps by some other unknown method.

Sporebats seem to place great value on the companions in their clutch, often seeming to become enraged when a spore-mate is slain.

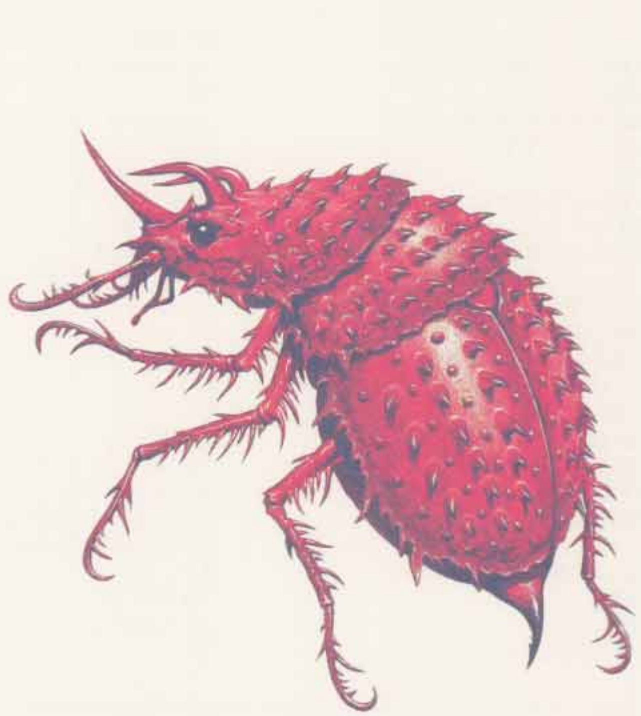
Sporebat reproduction requires that two sporebats release spores over the same recently-killed animal flesh at the same time. Several of the spores unite in the dead flesh, and 1d6 young sporebats grow within a day. A young sporebat is about a foot long, with a 3-foot wingspan; its attacks cause only half damage. A sporebat grows to adulthood in six months and can live for more than a century.

Ecology: Sporebats are dangerous predators that feed on all types of animals, including both herbivores and other predators. Carnivores find the taste of sporebat flesh revolting, though some herbivores feed happily on dead sporebats. The flesh of a sporebat is considered a delicacy by some human and humanoid cultures.

Beetle, Dragon

CLIMATE/TERRAIN:	Desert, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil (B)
ALIGNMENT:	Neutral

NO. APPEARING:	2–16
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1′ long)
MORALE:	Unsteady (5–7)
XP VALUE:	65



Measuring about 1 foot long, dragon beetles are dark crimson in color with black-trimmed shells. They have three horns, spiked shells, and vicious-looking stingers.

Unlike other types of beetles, dragon beetles do not have wings. They are basically unintelligent, and do not see or hear very well. They rely on taste and touch to interact with the world around them.

Dragon beetles seem to communicate among themselves by touch and a small variety of sounds, but they have no capacity for understanding or communicating with intelligent creatures. When threatened, they produce a raspy, hissing sound.

Combat: Dragon beetles have two attack forms. The primary attack is a bite that delivers 1d4 points of damage via strong mandibles. The second attack is a stinger that delivers a dose of venom on a successful hit. The stinger's physical damage is negligible, and the poison only affects dragons and dragonkin such as drakes, pseudodragons, and wyverns. To others, the sting is only slightly more bothersome than a normal insect bite. It hurts a little at first, then itches, but produces no other harmful effects.

Dragon beetles produce venom that doesn't harm humans or demihumans. If a dragon or dragon-kin is hit by a dragon beetle's stinger, it must make a saving throw vs. poison. A successful save inflicts 1d10 points of damage. A failed save inflicts 2d10 points of damage and marks the area around the insertion point with a burning red scar.

Lone dragon beetles are not typically aggressive. When confronted, a lone dragon beetle generally flees unless there is no escape route. Even then, it will not attack. Instead, it lies perfectly still and hisses, refusing to fight even if attacks are launched against it. In groups of two or more, however, dragon beetles become very aggressive. Any creature that comes within 10 feet of a group of beetles will be attacked. If intruders approach a dragon beetle nest, all beetles present swarm to attack, gaining a +1 attack roll bonus and a +1 damage bonus to all successful bites.

Habitat/Society: While most other types of beetles are not social creatures, dragon beetles live together in groups called nests. The nest is the most important location for a dragon beetle, and it will defend the nest from all intruders. Nests of up to 16 beetles can be found in underground ruins, in cramped caves, and even in thick clumps of underground vegetation. At least half of the nest ranges out to hunt every day, seeking recently killed creatures or prey that a group of beetles can easily take down.

Nests are always occupied by larger, stronger dragon beetles. A nest leader is always 3 HD, with a stronger shell that provides AC 5. The bite of a nest leader causes 1d6 points of damage. Its venom inflicts 2d12 points of damage on draconic species (1d12 if a saving thow is successful).

Ecology: Dragon beetles eat carrion, though they may bring down small creatures when they attack in sufficient numbers. When enough meat is found (either carrion or prey), the beetles work together to haul the body back to the nest.

In the nest, the body is used not only as a food source—a man-sized creature can last for as long as two months—but as a depository for eggs. The females lay their eggs in the carcass. When the eggs hatch (in about one month's time), the newborn beetles feast upon the remaining flesh until they are strong enough to emerge and join the rest of the nest. Adventurers locating a dragon beetle nest can sometimes find treasure on these egg-infested carcasses.

It is possible to extract dragon beetle venom and coat weapons with it. Each beetle can produce 1–4 doses or coatings, and each dose is good for a single effect. On a naked blade, the poison remains potent for one day. In a glass or ceramic container, the venom keeps for a week. Crude armor and shields can be fashioned from the chitinous shells of dragon beetles, though this is a painstaking process and requires proper knowledge of crafting techniques.

Bi-Nou

	Bi-Nou	Rockworm	Rocklord
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary or clan	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	Low (5–7)	Semi- (2–4)
TREASURE:	Special (eggs)	Special (eggs)	Special (hide)
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral
NO. APPEARING:	1 or 2–8	1 or 2	1
ARMOR CLASS:	1	–2	–4
MOVEMENT:	6	9	6
HIT DICE:	5+5	7	10
THAC0:	15	13	11
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	1d8/1d8	1d12/1d12	3d6/3d6
SPECIAL ATTACKS:	Spells,squeeze	Nil	Nil
SPECIAL DEFENSES:	Immune to blinding, mind-affecting spells, and psionics	Nil	Nil
MAGIC RESISTANCE:	20%	20%	30%
SIZE:	M (5′–7′ tall)	M (5′–7′ long)	L (8′–15′ long)
MORALE:	Elite (13–14)	Champion (15)	Champion (15)
XP VALUE:	975	2,000	5,000

Appearing as craggy columns with two short, jagged arms ending in spiky claws, bi-nou look like stalagmites. Their shapes render them practically invisible in a cavern filled with natural rocky outcroppings, stalactites, and stalagmites.

Common bi-nou range from five to seven feet tall and weigh from 600 to 1,000 pounds. Their rocky skin varies in color from off-white to dark gray, and they prefer to live in underground chambers where the natural rock color mimicks their own.

The bi-nou communicate telepathically in their own language and in drow, as they possess neither mouths nor vocal cords.

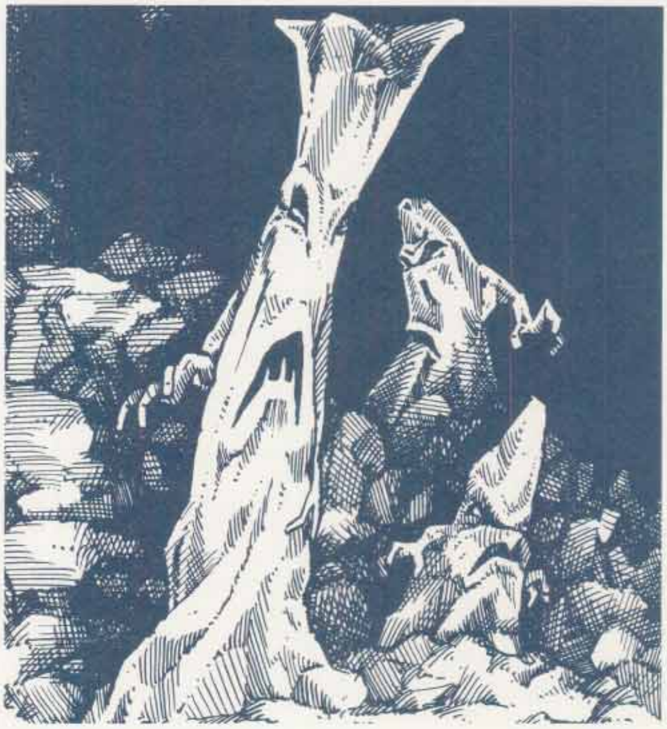
Combat: Bi-nou are 70% likely to remain unnoticed when encountered. They do not see or hear by conventional means, and are effectively deaf and blind. However, they sense heat and vibrations, having a form of batlike sonar. Their unique senses give them a clear mental image of the size and shape of opponents within 80 feet, and they can distinguish between living and non-living matter. They ignore any penalties related to blinding effects (e.g., *invisibility, darkness, light*, etc.).

Bi-nou do not work together to attack their foes. They act independently, killing all living creatures entering their caverns. Despite their chaotic natures, some bi-nou have learned to hold their attacks until creatures move within 40 feet; this gives the monsters time to observe their foes.

Bi-nou often attack first with their innate spell abilities. Each of the following spells is usable once a day as if cast by a 10th-level wizard: *slow, dig, stone shape*, and *wall of stone*.

When foes are within striking range of a bi-nou, it strikes with two jagged limbs. If both limbs strike the same creature, the bi-nou snares the opponent and squeezes it against its rocky body. The creature suffers an additional 1d8 points of damage per round until it frees itself with a successful bend bars/lift gates roll, the bi-nou is killed, or it suffocates.

Although bi-nou have natural magic resistance, certain spells can be deadly to them. *Passwall* stuns them for 1d4 rounds instead of having its normal effect, and *rock to mud* slays them instantly. *Stone shape* operates as a *heal* spell, restoring all but 1d4 of a bi-nou's hit points.



A bi-nou's mind is different enough from other creatures' to make it immune to mind-affecting spells and psionic attacks.

Habitat/Society: Bi-nou hate all warm-blooded life—especially humans and humanoids, who hunt and steal their gem-like eggs. Bi-nou do not hesitate to attack groups of humanoids, even if the odds are against them. Only sick bi-nou or the very young fail to attack trespassers in their domain. Sages believe that when multiple bi-nou are present, they make contests of the killings, though all slain creatures are consumed as food. If the creatures were tampering with bi-nou eggs, there seems to be even a bit of malicious enjoyment in the kill.

Bi-nou are found either individually or in small family groups. Individuals tend to be rogue young or outcast adults. Groups are ruled by the largest bi-nou, and the leader's clan follows orders without question (save those pertaining to combat). The leader selects the cavern lair, determines which of his charges warm the eggs, and metes out punishment if eggs are harmed or stolen. Any bi-nou clan will have 2–8 eggs, each valued at 100–1,000 gp. The eggs are hard and faceted like gems, and are prized by dwarves, who have come to recognize their value and rarity.

Bi-nou prefer damp, drafty caverns, where it is easier to sense their prey. Such a cavern is likely to hold remnants of weapons and armor, as the bi-nou consume humans and other beings and animals by absorbing the fleshy parts. The rock creatures don't value these discarded "unlife things," though they have learned that other living beings—especially humans and demihumans—are attracted to the objects. Bi-nou have been known to use their *stone shape* ability to put the metallic leftovers on rocky pedestals to attract the attention of passing adventurers.

Bi-nou also have been known to ally with drow—when the number of dark elves is sufficient to pose a serious threat to their clan. The bi-nou act as sentries for drow communities and outposts, attacking and devouring trespassers, including drow who do not belong to the community they guard. A few bi-nou even act as guards for the dark elves, moving through their underground caverns and battling creatures that threaten the drow.

Ecology: Bi-nou are carnivorous, savoring the taste of animal, human, and demihuman flesh. They devour their victims by moving their forms over the bodies and absorbing all flesh. A bi-nou's treasure consists of unfortunate adventurers' gear and the rock creatures' eggs. Most equipment is worthless, damaged when the rock creatures absorb their prey. However, magical equipment tends to stay in reasonable shape. Bi-nou corpses are used by certain dwarven builders, especially duergar, as solid stone building materials.

Bi-nou are hunted by dwarves, particularly duergar, who have discovered the rock creatures' eggs are valuable and that armor and weapons can be found in some lairs. The eggs are prevented from hatching by keeping them cold for many hours, killing the young inside. This ensures the eggs retain their gemlike appearance and value. Bi-nou eggs vary in size and color, the younger eggs being smaller but of brighter hue, while the older eggs are larger but lose much of their sheen.

No one knows exactly what the bi-nou are or how they came to be. Most sages believe bi-nou are living rocks created by some dark experiments of the drow. Some swear the rock creatures were spawned by the mage Halaster to act as guardians; they say that drow, while malign, are not known to create living things out of such crude matter.

Rockworms

Closely related to bi-nou, rockworms appear as stone snakes with arms. They move along the ground like reptiles. Rockworms are not capable of upright stance. They travel like ungainly snakes along cavern floors, using their jagged arms to help propel themselves. Sages speculate that rockworms are the predecessors of standard bi-nou, magically-created beings with which their maker or makers were not satisfied. (This is not true, however. Rockworms and bi-nou were created simultaneously from different experiments.)

Rockworms are malicious, seeming to hate all creatures that walk rather than crawl. Their attacking small groups of standard bi-nou to vie for cavern territory or to claim food killed by their upright kin is not unheard of. Like bi-nou, the rockworms particularly hunt out humans and demihumans as thieves of their eggs.

Unlike the bi-nou, rockworms do not attempt to hide in their surroundings—they lumber to the attack as soon as they see a potential meal. Rockworms do not fear alerting their prey to their presence. The segmented creatures know their thick skin is impervious to most attacks and believe they can eventually overtake most quarries.

Like standard bi-nou, rockworms lay valuable eggs. However, unlike their kin, they warm their own eggs, leaving them only for short times to catch nearby food. In this respect they act as parents, while bi-nou in a clan are assigned to egg-warming duty and never know which young are their own. Dwarves are more careful when hunting rockworms. Although the stone snakes are less intelligent, they can be more deadly.

Rocklords

More massive than rockworms, the "lords of stone," as many call them, are deadly foes because of the massive amount of damage their stony appendages can deliver. Appearing as a stalagmite with larger limbs than a common bi-nou, these creatures can move upright or slither across the floor. Their thick hides make them very difficult to injure.

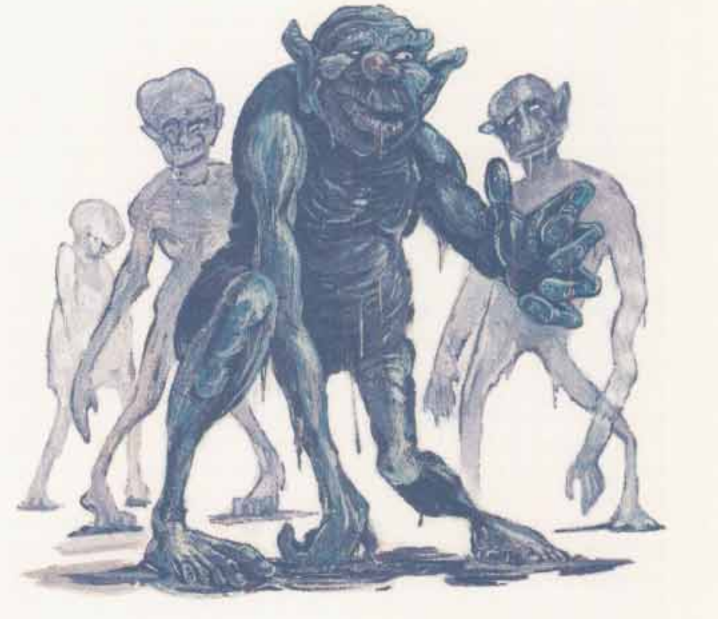
Some sages believe rocklords are simply very old rockworms. They do not lay eggs and they do not associate with others of their kind. However, unlike rockworms, the lords do not battle over possession of a cavern.

The hides of these great, craggy creatures are especially prized by underground races who mount war bands to destroy the beasts. The war bands are careful how they attack the lords, as they do not want to overly damage the hide. These are used to construct special buildings meant to keep others out. These rock lord hides are stronger and can withstand more weight and damage than those of rockworms or common bi-nou.

It is rumored that certain proficient dwarven weaponsmiths can create special maces from the skins of rocklords. The smiths claim these weapons are naturally +1 to hit and +3 to damage because of the density of the weapon and the magical properties of the rocklord. However, it takes three times as long to craft one of these weapons as a normal weapon.

Boggle

CLIMATE/TERRAIN:	Any, especially subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (25%: M or Q)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–3 (2–8)
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4 (claw), 1d4 bite
SPECIAL ATTACKS:	Rear claws
SPECIAL DEFENSES:	Fire resistance, dimensional portal, resist weapon damage, oil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′)
MORALE:	Unsteady (7)
XP VALUE:	270



Boggles are clever gibbering thieves and scavengers, behaving much like some species of monkey. They are 3-foot-tall hairless humanoids with rubbery hides that range in color from dark gray to blackish-blue. They have large bulbous bald heads with large ears; the rest of their body parts are disproportionate and vary from individual to individual. For example, their noses may be be large and misshapen, broad and flat, mere slits, and so forth. Arms, legs, hands, feet, torso, and abodomen vary from spindly to oversized and misshapen. They can stretch and compress their bodies to an amazing degree.

Boggles have a rudimentary language of grunts and whistles, and can be trained to understand others.

Combat: Boggles have an exceptional sense of smell and can detect invisible creatures by scent. Boggles can *spider climb* at will. A favorite tactic is to climb a wall and leap on prey from above to bring their hind claws to bear. Unless acting as guardians they tend to be thieves and raiders rather than a serious physical threat. They can attack with claws and bite. If both claws hit the boggle can rake with its hind claws as well (two attacks for 1d4 damage each).

Boggles can stretch their limbs and bodies to twice their normal length or contract to half size. Their resilient hides reduce damage from weapon attacks by –1 per die of damage. They naturally resist fire, saving against fire-based attacks at +3 and suffering only half or quarter damage.

Boggles can secrete a viscous, nonflammable oily substance from pores in their skin. Not only does this make them hard to catch, but anyone treading on the oil (except those adapted to slippery surfaces, like boggles) must make a Dexterity check or fall down, taking one round to stand up. Boggles will try to steal items from creatures who have fallen. They must make a successful attack against Armor Class 5 to succeed in stealing small items, with penalties of –1 to –5 for larger items.

The most unusual power of a boggle is its ability use any complete frame—such as a hole, a door frame, grillwork, a pocket, or a bag—as a *dimensional portal*. They can jump, reach, step, or poke their heads into one frame, to appear from another frame within 30 yards, allowing them to grab or strike from an unexpected direction if a frame is available. Only boggles can use the portal, but it might be possible for enough of them to pull a man-sized creature through.

Habitat/Society: Boggles are a cowardly lot and tend to be whiners if threatened with violence. They have low intelligence, but the cleverness of monkeys. They taunt, bluster, and scold with their gibbering—from a distance. Boggles do not value treasure, but they do like bright, shiny objects such as precious coins, gems and jewelry as well as bits of polished junk, and can be tempted with food and sweets.

The social organization of boggles is loosely familial. A gen of 2–8 adults and young live in a pocket warren, which might require the boggle dimensional portal ability to enter. Boggle kits tend to be more roly-poly than their adult counterparts and roll and bounce about rather than running. Old boggles are extremely rare, as they tend to lose their sight, sense of smell, and elasticity as they age.

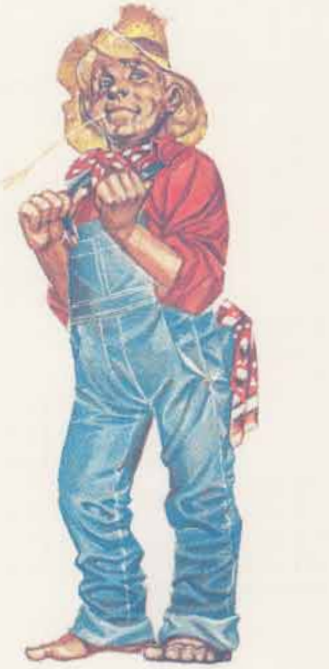
A boggle nest is usually a pit-marked cavern, an earthen burrow or den, or a hideway hollowed in a wall. Here, boggles build claylike frames and cubbies, using their oil and the debris of their digging to form a mortar, like a mud wasp's nest. Their treasures might be found here in some walled-off cubby.

Ecology: Boggles scavenge their food, existing on organic refuse, insects, plants and lichens, and kills stolen from other predators. They seem particularly fond of ants, grubs, and sweets, and can be enticed with a bit of a bribe. Boggles sometime herd beetles, slugs, and lizards in their nests.

The boggles' innate survival instinct combined with their slipperiness and special abilities makes them difficult to capture. Other races, such as goblins, hobgoblins, and orcs have been known to use boggles as watchdogs and trackers because of their sharp senses. When guard boggles sense intruders, they set up a high-pitched keening wail. Goblin boggle handlers use high frequency whistles and collars with inward turned barbs to control their boggles.

Brownie, Dobie

CLIMATE/TERRAIN:	Temperate rural
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	2–8
ARMOR CLASS:	5 (9)
MOVEMENT:	9
HIT DICE:	1–4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (1d2 or 1d3)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Save as 9th-level priest
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (2′ tall)
MORALE:	Average (8–10)
XP VALUE:	120



Dobies are small humanoids, similar in appearance to their cousins, the brownies. They live peaceful, reclusive lives. When they encounter humans or other civilized creatures, dobies try to be helpful neighbors to the "big folk," with mixed results.

Dobies resemble small elves, with brown eyes and hair, and work-a-day clothing to match. Their features are generally plain; they have ears that are only slightly pointed, their faces are more reminiscent of tired farmers than bright-eyed children. While they move with a free gait, no one would call them nimble. In fact, their image is more "country bumpkin" than "mischievous faerie."

While they converse among themselves in the language of brownies, all dobies know the common tongue, and that of at least one other faerie creature (such as sprite or pixie).

Combat: Dobies are inoffensive creatures; if threatened they prefer to walk or sneak away than to fight. Still, they are very protective of their big-folk neighbors, and will fight to defend them and their property against all comers.

The drab colors of their tough clothing combine with their size and activity level to help them hide in any natural setting, giving them an effective AC of 5 outdoors or in a building furnished in natural materials. In strange environments, a dobie's Armor Class is 9.

In combat, a dobie prefers to cast *confuse languages* (the reverse of *comprehend languages*), *grease*, *forget*, *fumble* and *ray of enfeeblement* (once per day each at the minimum level to cast each spell) to confound and confuse opponents. A dobie also can use a tool, such as a hoe or hammer, as a makeshift weapon, inflicting 1d2 points of damage per hit. If they come across a real weapon, such as a dagger or short sword, their inexperience means that they still only inflict 1d3 points of damage when they hit.

Dobies are particularly gullible, suffering a –3 penalty to saving throws against illusions and charm attacks.

Habitat/Society: Small families of dobies live in crude cottages made of twigs and thatch hidden in the thickets at the corners of a farmer's fields. If there are more than four dobies on one farmer's property, they will be split into two or more households at the corners of the fields. Like brownies, they glean food from the fields after the harvest, but they are far from efficient, and the end result won't be the perfectly clean fields of their cousins, but something more akin to the natural habitats of birds and rodents.

As good creatures, dobies feel obligated to pay for the food they glean and the land they live on. They offer payment in deed, such as temporarily guarding treasure or doing household chores. The dobie won't ask what sort of chores need doing; normally performing his favors at night or when there's nobody around to see him, but his labors seldom go unnoticed.

Unfortunately, dobies almost always botch the favors they try to perform. If they milk the farmer's cows, they forgot to close the barn door afterward, allowing the cows to wander afield. If they rescue the wayward cows, they are likely to break fences and trample gardens as they lead the cattle back to the farm. If their "landlord" knows that dobies are the cause of the accidents, and berates them about it, the dobies will misconstrue the criticism as a complaint about the amount of work done, and they will redouble their efforts to make good on their debt. While one cannot fault their intentions, if it weren't for the times that their fumbling accidentally benefits the dobie's landlord, one could almost consider them a curse, instead of a blessing.

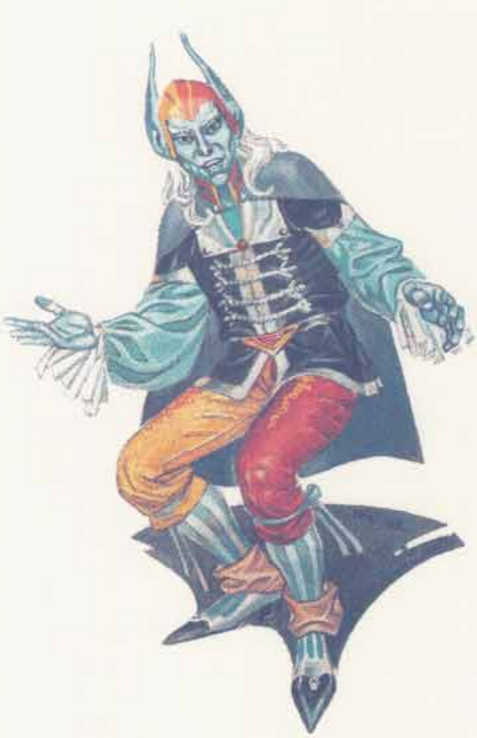
A dobie's fumbling becomes a blessing when thieves, brigands, or other hostile beings (including wild animals) appear on the property. Dobies are protective of their adopted families, and will try to defend the goods and lives of their landlords against attack, especially if the farmer isn't there to defend it himself. The scene after a typical fight with a dobie family will be a jumbled mess of broken furniture, smashed crockery, and the like, but at least the lives and major goods of the farmer will have been safeguarded.

Few dobies ever become "house dobies," actually living in the big folks' home and performing services for them on a daily basis. This is not because they don't want to be close to their neighbors, but because the inadvertent damage they do is likely to convince the family they adopt that the house is haunted by some poltergeist, forcing them either to take drastic measures to remove the dobie, or even move away. On the other hand, it is difficult to offend a dobie enough to make him leave "his" farm; they are as oblivious to insults as they are to the proper workings of a big folk family and farm.

Ecology: Dobies live on the margins of civilization. They are strict vegetarians, but they are unable to cultivate land of their own; it must first be plowed and seeded by "big folk," after which they do their part to care for the growing plants.

Brownie, Quickling

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High to genius (13–18)
TREASURE:	(O, P, Q, X)
ALIGNMENT:	Chaotic evil (neutral)
NO. APPEARING:	4–16
ARMOR CLASS:	–3
MOVEMENT:	96
HIT DICE:	1 HD + 1d4 hp (common; leaders 3 HD; elders 4 HD)
THAC0:	19 (common; leaders/elders 17)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	By weapon (S/M 1d3; L 1d2)
SPECIAL ATTACKS:	Spells; poison (leaders only)
SPECIAL DEFENSES:	Invisibility; save as Pr19
MAGIC RESISTANCE:	Nil
SIZE:	T (2′ tall)
MORALE:	Elite (13–14)
XP VALUE:	Normal: 2,000 Leaders: 3,000 Elders: 4,000



Although they were once much like any other race of brownie, quicklings sought out dark and dangerous magical powers. It may be that they intended to do good with their powers at one time, but the evil magic was too strong for them and they were corrupted.

Quicklings are small and slender beings, looking much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Quickling eyes are cold and cruel with a tiny spark of yellow light. Their skin is a pale blue to blue-white and their hair is often silver or snowy white.

Quicklings dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Quicklings never wear any form of armor or cumbersome clothes.

Quicklings speak a tongue very similar to that of brownies and buckawns, but they speak very quickly. To those unfamiliar with it, their speech is nothing but a meaningless stream of noise with individual sounds and words passing so quickly that no human can follow it. If quicklings wish to communicate with other beings, they must take care to speak very slowly. Many quicklings can speak either common, pixie, or halfling, while most of them (85%) can speak true brownie.

Combat: Quicklings are 100% invisible when not moving: When moving they are 90% invisible. In areas where they can move rapidly from cover to cover, like a forest or boulder-strewn field, they can use their speed to make their chance of invisibility 100%.

Quicklings are far more dangerous in combat than their minute size would lead opponents to believe. This is due primarily to the great speed at which they travel and their tremendous agility. In combat, a quickling can dart about so rapidly that it attacks three times in a single round. In addition, they are visible only as blurs when moving, giving them an excellent Armor Class. Quicklings required to roll a saving throw to avoid damage due to a hostile action do so as if they were 19th-level priests.

In combat, quicklings employ their sleek, needle-like daggers to cause ld3 points of damage to man-sized or smaller foes and ld2 to larger ones. Quickling leaders are 75% likely to employ poisoned blades that cause unconsciousness if the victim fails a saving throw vs. poison (must be rolled after each hit).

Quicklings have certain inherent magical powers they can employ at will. Only one power can be active at any given time. Once per day they may invoke the following powers: *ventriloquism*, *forget*, *levitate*, *shatter*, *dig*, and *fire charm*.

Habitat/Society: When the ancestors of the quicklings began to experiment with the dark forces that eventually corrupted them, they had no idea what the effects would be. Where once they were a gentle race of woodland beings, quicklings are now savage hunters and cruel killers. They regard all other humanoids as enemies to be hunted down and killed.

Quicklings live in extended family units in the same way as buckawns. Each group of quicklings is led by an individual of 3 Hit Dice. Clans with more than ten members have two such leaders, as well as an elder with 4 Hit Dice.

Quicklings dwell in places that are dark and evil. Adventurers have reported encountering them in groves of twisted and wicked-looking trees, near poisoned or cursed springs, and in overgrown areas once ruled by powerful chaotic beings.

As a rule, quicklings avoid contact with the outside world except when it promotes their own evil ends. In some cases, they have been known to deal with other evil races of magical nature (like imps and quasits) or powerful evil wizards and priests. On these occasions, the combination of such forces is a great danger to all good beings in the area.

Ecology: Because of their greatly accelerated metabolism, quicklings are the shortest lived of any sylvan race. They mature less than a year after birth and are fully adult by the age of two. Old age sets in at ten years and they often die before they turn 12. No known quickling has ever lived beyond 15 without the aid of powerful magic.

Cat, Great—Cath Shee

CLIMATE/TERRAIN:	Forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Surprise, rear claw rake, frenzy
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	10%
SIZE:	M (4' at shoulder)
MORALE:	Champion (15)
XP VALUE:	975

The cath shee, or *faerie cat*, is a large, greenish-gray feline about the size of a mountain lion, with large tufted ears and wide golden eyes. They can weigh as much as 400 pounds. Cath shee are clever and independent, but sometimes can be persuaded to become a companion to a wood elf or high elf.

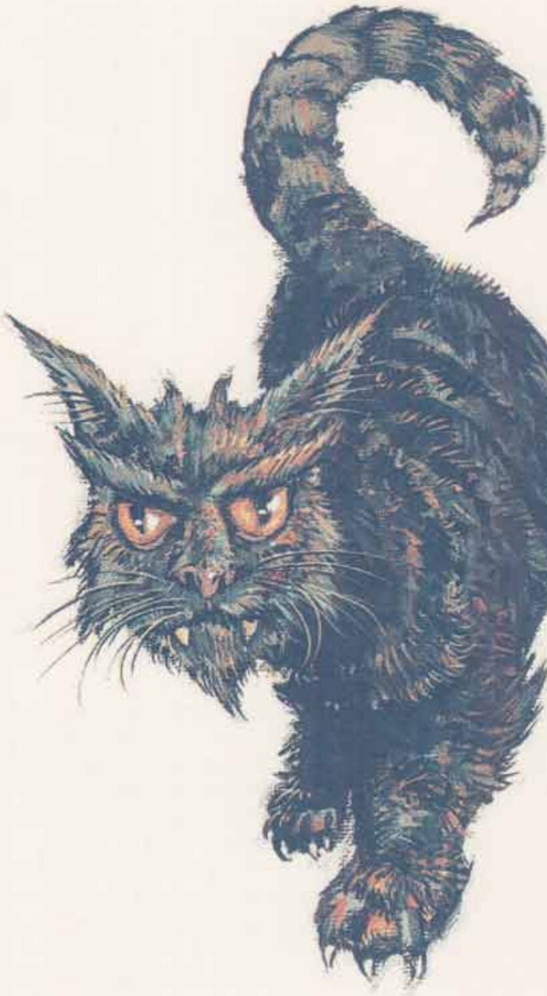
Combat: Normally, cath shee are solitary creatures and highly efficient predators. An inborn natural ability enables cath shee to *teleport without error* instantly, up to 100 yards. This ability is used to escape from enemies and to attack prey. They are naturally somewhat magic-resistant (10%).

Cath shee are ferocious fighters, and often lie in wait for prey, then use their *teleport* ability to attack with complete surprise. If both of a cath shee's claws strike, it will then rake with its back legs, hitting automatically and inflicting 2d6 points of damage.

While normally solitary and relatively unsocial, mated cath shee pairs will fight furiously for each other, and for their offspring if any are threatened. If a cath shee's mate or litter is threatened, it will go into a frenzy, attacking at +4 to hit and damage and never checking morale.

Habitat/Society: Once, cath shee were found in relative abundance, but today are found only in sylvan lands.

They are solitary creatures, associating with each other only in spring during mating. They remain together in mated pairs through the summer if kits are born. For the rest of the year, cath shee tend to keep to themselves, staking out territories as large as several square miles in area, and defending them, even against others of their own kind.



Cath shee sometimes consent to serve as companions (never pets) to wood or high elves. An elf who wishes to approach a cath shee must get a reaction of "friendly" (use the "Threatening" column of the Encounter Reaction Table in Chapter 11 of the *Dungeon Master Guide*, applying any Charisma modifications). If successful, the cath shee becomes the elf's companion. Every six months, another check (this time on the "Friendly" column) is required, or the cath shee will leave.

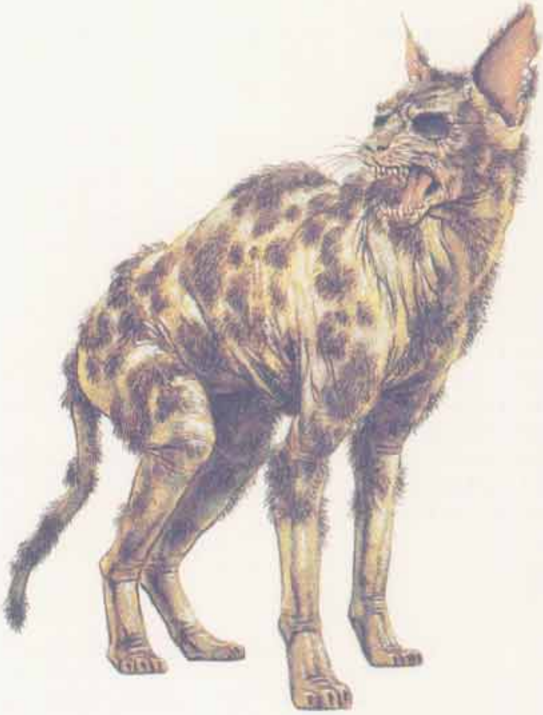
Ecology: Cath shee are highly efficient carnivores, preying on other mammals, primarily rabbits and small rodents. Their natural *teleportation* abilities help make sure that a cath shee's prey rarely escapes.

There are many legends about cath shee in elven society. Some claim that cath shee were created by Corellon Larethian to serve as companions to the elves.

In the *Forgotten Realms*® setting, the elves of Evermeet believe that cath shee are reincarnated elves who have been sent back to Toril by the Seldarine to defend the elven nations, or to atone for misdeeds in their previous lives.

Cat, Crypt

	Normal	Large
CLIMATE/TERRAIN:	Crypt/tomb	Crypt/tomb
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Group	Group
ACTIVITY CYCLE:	Night	Night
DIET:	Nil	Nil
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	W (by group)	W (by group)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1–12	1–8
ARMOR CLASS:	7	7
MOVEMENT:	12	15
HIT DICE:	1+1	4+1
THAC0:	19	17
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d2/1d2/1d2	1d4/1d4/1d8
SPECIAL ATTACKS:	Disease, rear claw rake (1d2/1d2)	Disease, rear claw rake (1d4/1d4)
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (18"–28" long)	S (48" long)
MORALE:	Special	Special
XP VALUE:	120	650



Crypt cats are domestic cats that have been mummified. They serve as tomb guards or the minions of an undead master. Crypt cats are created by coating the corpse of a cat with a thin layer of clay that contains magical salves and oils. When dry, it is painted with brilliant colors in the pattern of the cat's fur. Often, copious amounts of gilt paint are used.

When crypt cats animate for the first time, they shed the hard clay covering. Their true bodies are dry and shrunken, with mangy clumps of fur clinging to the hide; lumps of dry clay cling to the little fur that remains. Their teeth are yellowed and broken, and their eyes are mere husks that rattle in gaping sockets.

Crypt cats rest in stone sarcophagi or wooden coffins that have been elaborately carved and painted. The decoration almost always involves cats at play in an afterlife filled with mice and birds. In some cases, the sarcophagus is painted to resemble the cat it houses. In many cases, crypt cats have been fitted with expensive pieces of jewelry. Some wear golden bells while others wear a tiny gold ring through their ear. Usually, opening the sarcophagus or coffin of a crypt cat is sufficient to wake it (90% chance).

Combat: Crypt cats attack with two claws and a bite. If both claws hit, they rake with their rear claws (two more attacks). Anyone struck by a crypt cat must successfully save vs. poison for each scratch or bite, or become diseased. This sickness manifests itself as a red inflammation around the wound. The wound will never completely heal, even if magical curing is used; one point of damage from each wound will not heal until a *cure disease* or *heal* spell has been cast upon the wounded creature.

Crypt cats are immune to *charm, hold, sleep,* and death magic, nor are they harmed by poison. They are turned as ghasts unless in the presence of a more powerful undead master, in which case they cannot be turned unless the master is also turned; the cats are affected first.

Habitat/Society: Crypt cats begin life as pampered pets or as sacred animals of a cat-worshiping cult. Their bodies are placed in tombs beside those of their master, so that their spirits might accompany that person into the afterlife. They will fight until destroyed to defend this former master. They will also rise from their sarcophagi to defend the tomb against desecration or robbery.

If buried with a master who has become an undead creature, active crypt cats can rise any time their master is active, unless ordered by the master to remain within the tomb.

Ecology: Crypt cats are found in burial chambers, often with other nonmagical mummified cat remains. The composition of the clay that animates a crypt cat is unknown, although it is assumed that high level necromantic spells are involved.

It is possible (albeit rare) to find a crypt cat that has been removed from its tomb. If a sarcophagus containing a crypt cat is removed from a tomb or crypt without first being opened, the chance that the crypt cat will awaken when the container is opened drops to 75%. If the lid is left off or the body removed from the container, the crypt cat will awaken within 1d4 hours.

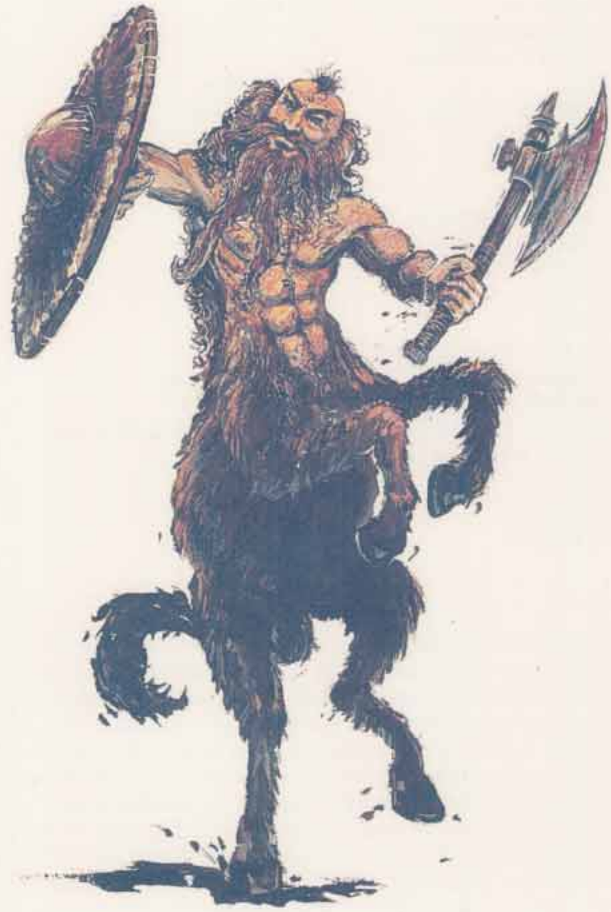
Large Crypt Cat

Sometimes the bodies of larger felines are made into crypt cats. The disease of a large crypt cat is more potent: two points of damage per wound will remain until the disease is magically cured. They are turned as wraiths.

Alternately, any species of feline can be used (see "Cats, Great" in the *MONSTROUS MANUAL* accessory for more details). These attack and inflict damage as a living great cat of the same type and have the disease-causing ability of large crypt cats.

Centaur-Kin, Dorvesh

CLIMATE/TERRAIN:	Temperate hill or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (B)
ALIGNMENT:	Neutral
NO. APPEARING:	2–12 (80–120)
ARMOR CLASS:	4 (7)
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2 hoof or 1 weapon
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+4 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	L (5′ and taller)
MORALE:	Elite (13–14)
XP VALUE:	Normal: 270 Chief: 420



Dorvesh have the upper body of a dwarf and the lower body of a donkey. Their donkey hindquarters are covered with coarse hair which varies from light brown to black. The dwarven upper half is usually well-muscled and earthy brown. They retain the full beards of their dwarven cousins.

Dorvesh clans are distrustful of outsiders, but they are not overly aggressive. They will fight only to defend themselves or their homesteads. When not expecting combat, dorvesh wear simple tunics of tough leather or hide; otherwise, they wear chain mail vests and carry shields. They wear their hair long and braided to keep it out of the way when they work in the mines.

Since dorvesh avoid contact with other races as much as possible, they speak only their own dialect of dwarvish. Anyone who speaks dwarvish has a 75% chance to understand the dorvesh dialect.

Combat: Dorvesh do not use magic of any kind, and only rarely do they use magical items. Dorvesh have an inherited resistance to spells and poison, and they can detect the slope of a passageway (1–3 on 1d6) and new tunnel construction (1–4 on 1d6). They have 30-foot infravision.

Although not warlike, dorvesh are well organized and disciplined when forced to fight. They are intuitive strategists. They wear chain mail vests and tough leather barding, and they carry shields.

Dorvesh wield a variety of weapons: hammers (35%), swords (50%) and light crossbows (15%). If unarmed, dorvesh attack with their front hooves, inflicting 1d6 damage with each.

In a group of more than eight dorvesh, there is a 60% chance that the clan chief will be with the group. The chief has 5 HD and AC 4.

Habitat/Society: An average dorvesh clan numbers 80 to 120 members, 20% of them children and 20% females. Dorvesh females are skilled fighters who will fight beside the males if the homestead is attacked.

Dorvesh live in towns constructed around their mine entrances. Since dorvesh do not construct deep mines, they sometimes have to move to a new site. Though their settlements are well constructed, they are not permanent. Abandoned dorvesh settlements may occasionally be found in remote valleys, often inhabited by goblins or kobolds.

Dorvesh produce all their own metalwork. These items are sturdy and reliable, but they are less likely to be engraved or decorated than similar dwarven items. Dorvesh prefer the classic lines of a plain hammer, chisel, or axe. They hoard precious metals and gems, gold being particularly prized.

Dorvesh are a stubborn and tenacious people, often considered deliberately obtuse by outsiders. Unlike their dwarf counterparts, the dorvesh do not wage war against orcs, goblins, giants, or drow, preferring to remain detached from the other races.

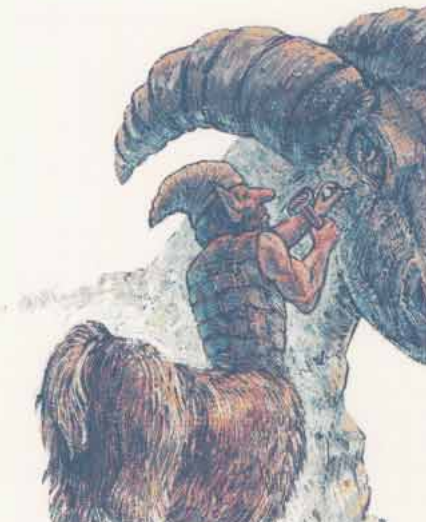
Ecology: Though dorvesh are skilled miners and metal-workers, they rarely sell the goods they produce. Thus limited in commerce, they hunt for their own food and cultivate mushrooms and tubers to supplement their diets.

Dorvesh usually live from 150 to 200 years.

Centaur-Kin, Gnoat

CLIMATE/TERRAIN:	Temperate or tropical hill or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (I)
ALIGNMENT:	Neutral

NO. APPEARING:	3–12 (100-300)
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (by weapon)
SPECIAL ATTACKS:	Rear kick (1d6)
SPECIAL DEFENSES:	+4 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (5′+ tall)
MORALE:	Steady (12)
XP VALUE:	Normal: 270 Chief: 420 Illusionist: 420



A gnoat has the upper body of a gnome and the lower body of a large mountain goat. Gnoats usually have brown skin, varying in shade from tan to a deep chestnut. The shaggy coat on the goat hindquarters also varies in color, being brown, black, or gray with a white or cream underside. Hair is the same color as the coat and is usually worn short by both males and females. Hooves are usually black or very dark brown.

Male gnoats have beards which match the color of the goat hindquarters. Beards are kept fairly short and often are trimmed to form elaborate designs. Most gnoats have blue eyes, ranging from light, cool shades to deep cobalt blue, but a few individuals have brown or green eyes.

Clothing usually consists of shirts and jackets of cotton or leather, and hats of various design. Gnoats tend to avoid very bright colors, but they do wear clothes of many differing shades. A favorite garment among gnoats is a patchwork jacket, with swatches of many different colors and materials. These jackets are very strongly constructed and act as padded armor. Jewelry, when worn, consists of carved wooden pendants and bracelets.

Gnoats speak gnomish and common. Many gnoats can communicate with burrowing mammals, but a few clans have lost this ability.

Combat: On the whole, gnoats are peaceful, although they are wary of strangers until they prove themselves worthy. Gnoats will defend themselves if attacked, and the majority of males are proficient with weapons. Females rarely fight unless directly threatened.

Gnoats usually arm themselves with spears or clubs, and at least half of any group carries short bows. If unarmed, gnoats will kick with their rear hooves. This single attack causes 1d6 points of damage.

Like gnomes, gnoats are resistant to spells and poison, receiving a +4 bonus to their saving throws.

Any group encountered may be the entourage of the clan chief and a 3rd-level illusionist (15% chance). If so, 2–8 additional gnoats accompany the group. The chief wears an elaborately decorated matching jacket and hat, and he carries a shield bearing the clan emblem. Typical emblems are horns, mountains, trees, or tools. The clan illusionist normally wears a plain black tunic and black leather skull cap.

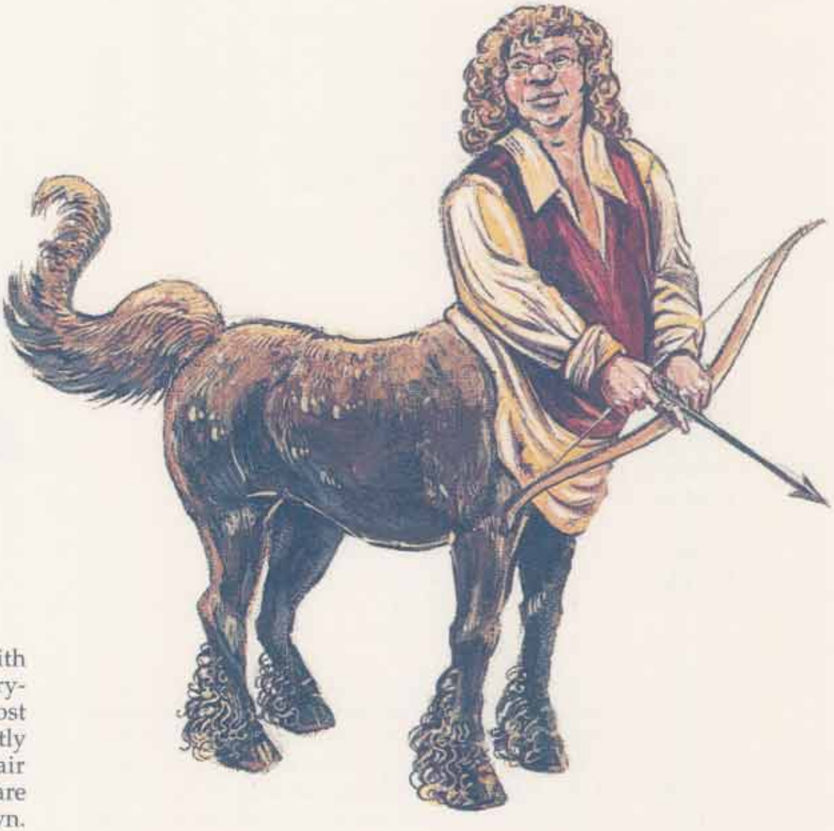
Habitat/Society: For most of the year, gnoat clans inhabit cave systems in the lower foothills of high mountain ranges. They spend their time hunting and farming in order to produce enough food for the winter. During the winter months, gnoats usually keep to caverns deep within the mountains, where they have stockpiles of grain, cured meat, and honey. Gnoat clans have 100 to 300 members, of which 40% are females and 10% children. Each clan is led by a chief (5+1 HD, AC 5, THAC0 15) and advised by 1 to 4 illusionists of levels 1–3.

Ecology: Gnoats are excellent wood-carvers and sculptors of stone. During the winter months, they develop their arts and produce many wonderful pieces ranging from delicately carved wooden animals and fruits small enough to fit in the palm of one's hand, to bold stone statues larger than a full-sized goat.

Gnoats leave their warm caverns in spring and attempt to trade some of their sculptures for pottery, metalwork, and fabrics. They do not stray far from their homesteads but wait for traveling merchants to cross the passes in their mountain homes. The gnoats approach merchants cautiously at first, but gradually build firm friendships. Some traders keep the gnoats' whereabouts secret in return for a ready supply of beautiful carvings each spring.

Centaur-Kin, Ha'pony

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M (I)
ALIGNMENT:	Neutral good
NO. APPEARING:	2–8 (80–150)
ARMOR CLASS:	7 or 6
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	+3 with bows and slings
SPECIAL DEFENSES:	+2 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (4 ½'–5' tall)
MORALE:	Steady (11–12)
XP VALUE:	Normal: 175 Mayor: 270



Ha'ponies have the upper body of a halfling combined with the lower body of a pony. Their pony hindquarters are varying shades of brown and chestnut, with some grays. In most tribes, the mayor has a piebald coat. Ha'ponies wear brightly colored shirts and tunics, and the majority braid their hair and tails with many-colored ribbons. Their complexions are weather-beaten, with hair varying from sandy to dark brown.

Ha'ponies speak halfling and common.

Combat: Ha'ponies are peace-loving creatures but will fight ferociously in defense of their homes and families. Like halflings, they are skilled with the sling and short bow, receiving a +3 bonus to attack rolls with these weapons. Ha'ponies gain a +2 bonus to their saving throws vs. spell and poison due to the natural resistance shared with their halfling cousins.

Ha'ponies do not normally wear armor, but each village usually has a militia with 20 to 30 members who wear studded leather armor (jerkins and barding: Armor Class 6). In their villages, ha'ponies do not normally carry weapons, except for the militia. These stalwarts are usually armed with short swords and slings, or short swords and short bows.

When outside the village, ha'ponies are usually armed with short swords or spears. In addition, 50% of the group is armed with slings or short bows. There is a 30% chance that a group encountered outside a village will be militia on patrol.

The mayor very rarely (5%) leaves the village, but if so he or she will wear a chain mail vest and carry a short sword and short bow. The mayor has 4+2 HD, AC 5, and THAC0 17.

Habitat/Society: Ha'pony villages usually number between 80 and 150 individuals. Of this number, 15% are young and 30% are females. Ha'pony females do not normally fight, but if the village is threatened they will defend their homes and children with slings and daggers.

The village has a mayor, but most important decisions are made by a council of elders known as "The Circle of Oak." In extreme cases, the Circle can remove a mayor from office and exile the unfortunate ha'pony.

Ha'ponies are a cheerful people who are briefly wary of outsiders. They take pleasure in simple crafts and in nature, but they do not have the great love of food which characterizes their halfling cousins.

Ecology: The main fare of a ha'pony is fruit, supplemented by cereals. They make up to 20 different varieties of bread, each community having its own specialty. Ha'ponies occasionally hunt game birds such as pheasants and partridges.

Ha'ponies have a life span of approximately 120 years. They live in small family clusters within the village community. They don't breed often, but once a child is born it is lovingly cared for and spoiled by all its relatives.

Centaur-Kin, Zebranaur

CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (I, M×10)
ALIGNMENT:	Neutral
NO. APPEARING:	2–16 (50–80)
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	3+4
THAC0:	17
NO. OF ATTACKS:	1 to 3
DAMAGE/ATTACK:	1d4/1d4 and weapon
SPECIAL ATTACKS:	+1 with bow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' and taller)
MORALE:	Steady (11–12)
XP VALUE:	Normal: 175 Chief: 270 Shaman: 420

Zebranaurs have the upper body of a human and the lower body of a zebra. A zebranaur's upper body is normally brown, without the characteristic black-on-white stripes that cover its lower body. Many have a short mane of coarse black bristles running from the middle of the lower back up to the nape of the neck. Most favor a spiky hairstyle, but others prefer the traditional styles of the local humans.

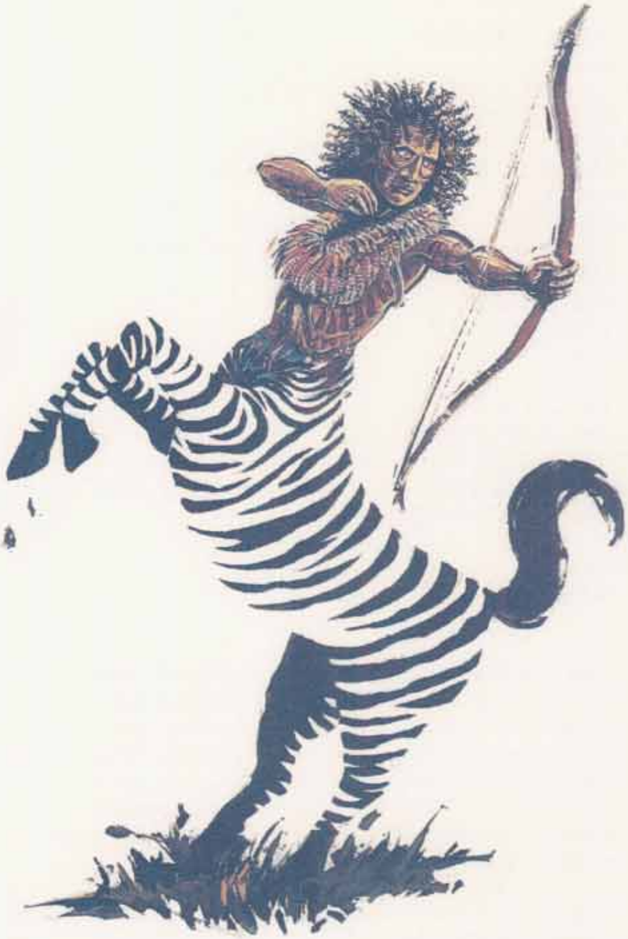
Zebranaurs usually wear an individually embroidered square of supple leather that covers the chest and is tied around the waist and neck with leather thongs. They adorn themselves with jewelry made of wood and bone, using feathers and bright seeds to color their designs. Zebranaurs prize brass and copper jewelry and will trade well-made fringed garments or feathered spears for these items.

Zebranaurs speak the common tongue and may know one or more other spoken languagees, but few learn to read or write.

Combat: Because of their long-standing tradition of bow hunting, all zebranaurs gain a +1 bonus to attack rolls with all bows except crossbows. Not all zebranaurs use bows, however. When a band is encountered, 30% use spears, 20% scimitar and spear, and 30% scimitar and bow. Even if unarmed, zebranaurs can attack with their front hooves for 1d4 points of damage each. Zebranaurs never wear armor.

Zebranaur society does not discriminate against its female members, and females will make up 30% of any encountered band. In a group of more than 10 zebranaurs, there is a 50% chance that the group includes a chief and a shaman.

Habitat/Society: Zebranaurs are nomadic by nature, and their temporary camps are well guarded by 8 to 12 zebranaurs armed with scimitars and bows. They are tribal creatures who remain close to nature and are most at home in the wild, much like the humans who live nearest them. Zebranaurs tribes are led by a chief of 4+4 HD and AC 6.



An average tribe numbers 50 to 80 members, including 20% children and 30% females. Males are equally responsible for raising the young, preparing meals, teaching, and performing other traditionally domestic duties.

A tribe usually has one shaman of 4th or 5th level and three or four shamans of 1st to 3rd level. These are most often armed with quarterstaves.

Zebranaurs have an almost photographic memory for abstract designs and shapes. They cannot normally read or write common, but they paint intricately whorled patterns on tanned leather to record their history. The oldest shaman keeps these records safe and passes on the knowledge to the next generation.

Most zebranaurs paint their upper bodies with dark stripes or patterns, using vegetable dyes to enhance the effect of their camouflaged lower bodies. New markings are added yearly to commemorate achievements, battles, or loves. Some tribes engage in ritual tattooing when foals come of age. One southern tribe has developed this tattooing to a fine art.

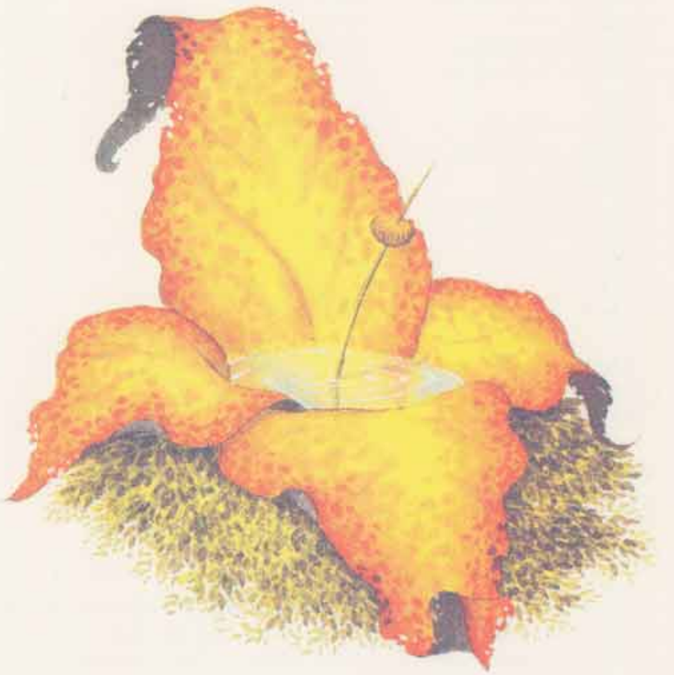
Ecology: Zebranaurs hunt most types of small game, supplementing this diet with roots and berries. They are more pacifistic than wemics, with whom they do not get along very well. If a tribe of wemics moves into their territory, zebranaurs will often move out.

The typical zebranaur life span is 50–60 years.

Chronolily

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	3
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (50′ diameter)
MORALE:	Nil
XP VALUE:	65



Chronolilies are sentient flowers whose nectar reveals images of the past, present, and future. The chronolily is an immense flower nearly 50 feet in diameter, its petals forming a bowl filled with golden nectar. It has a short stalk at the base and a thick stamen and pistil centered in its bowl. Thousands of tiny green leaves surround the perimeter.

There are three types of chronolily, distinguished only by the color of their petals: yellow, violet, and orange. Shimmering images continually appear in the nectar of the chronolily, the end of one image dissolving into the beginning of the next. Yellow chronolilies reveal images from the future, violet chronolilies reveal images from the present, and orange chronolilies reveal images from the past. The images are randomly generated. A typical image lasts less than 30 seconds. No sound accompanies these images.

Combat: When a chronolily is reduced to 0 hit points, it instantly decomposes into a poisonous cloud 50 feet in diameter. All those either touched by the cloud or within 50 feet of it suffer 3d6 points of damage (roll a successful saving throw vs. poison for half damage).

Chronolilies can use *know alignment* at will. In the presence of a character of evil alignment, chronolilies cause their nectar to turn black, thus denying such characters the opportunity to conjure specific images (as described in the "Using Chronolilies" section).

Habitat/Society: Chronolilies can grow in any solid material, including rock, so long as they are exposed to any type of light. They are self-pollinating, generating tiny seeds that resemble black spheres. Most chronolilies encountered on the Prime Material Plane will be tended by wizards in magical gardens.

Ecology: Chronolilies can absorb all necessary nutrients from any type of light. Their nectar, which tastes like honey, can be used as a component for potions of *clairvoyance*.

Using Chronolilies: A few exceptionally skilled wizards who study extra-planar plants have learned to use chronolilies to conjure images of specific events. This technique involves plucking the plant's leaves in a precise sequence and is extremely difficult to master.

However, there is a second less dependable technique available to less-skilled users, usually taught by those who have had previous experience with chronolilies. This technique requires the user to immerse his hand in the nectar of the chronolily (or otherwise make contact with the nectar) and concentrate on the event he wishes to observe. The event appears in the nectar in 10d6 rounds, subject to the following restrictions:

- The user must not be of evil alignment
- The user must be using a chronolily of the appropriate color (that is, if he is attempting to view an event from the past, he must be using an orange chronolily).
- The user must concentrate on a specific image. For instance, if he concentrates on the country of his birth, the attempt will fail. However, if he concentrates on a specific house in a specific village of that country, the attempt may succeed.
- Only one attempt per day can be made on any given chronolily using this method, regardless of whether the attempt succeeds or fails.

Success with a chronolily is not automatic. A user's base chance of success is 20%. The base is modified as follows, to a maximum of 90% or a minimum of 5%.

Apply modifiers from any of the following:

+25%—The character is a wizard or a priest

+20%—The character has observed the event in the same chronolily before.

+5%—Per point of Wisdom above 15

–20%—The event occurred, is occurring, or will occur on a plane of existence different from the home plane of the character making the attempt.

Apply only one of the following modifiers (past and present events only):

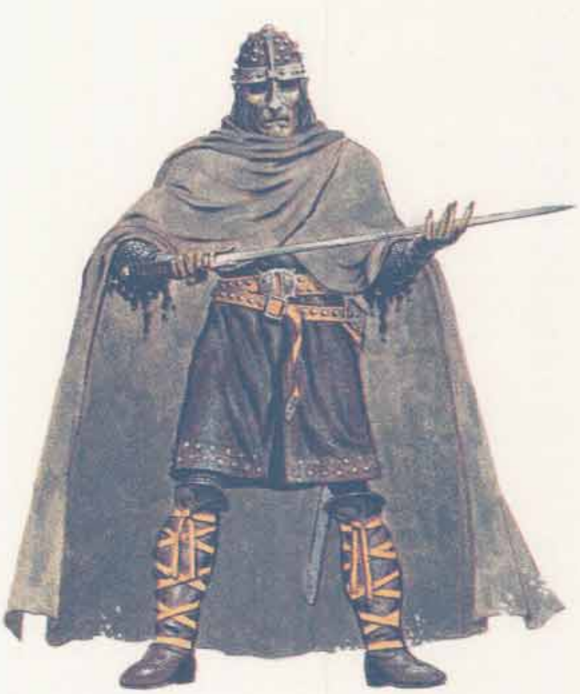
+20%—The character participated in the event (past events only).

+10%—The character is well-informed about the event.

+5%—The character is slightly informed about the event.

Curst

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	See below
TREASURE TYPE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2–11
ARMOR CLASS:	7 (or by armor)
MOVEMENT:	12
HIT DICE:	As level
THAC0:	As level
NO. OF ATTACKS:	1 or as level
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Rot grubs (15%)
SPECIAL DEFENSES:	Spell immunities; immune to fire, cold, energy drain;
MAGIC RESISTANCE:	85%
SIZE:	M (58–68)
MORALE:	Average (10)
XP VALUE:	Variable



Curst are undead humans, trapped by an evil curse that will not let them die. They are created by a rare process: The victim's skin pales to an unearthly white pallor, and his or her eyes turn black while the iris color deepens, becoming small pools of glinting dark color. Curst lose their sense of smell, often lose Intelligence, and develop erratic behaviour as their alignment changes to chaotic neutral. Curst favor leather armor, cloaks with hoods, and boots. Their garb is nearly always dark in color, though some still keep the original clothing they wore when alive.

A curst has 90-foot infravision as well as normal vision and prefers darkness to light. Curst tend toward silence, and do not age once they become undead.

Combat: The curst retain any ability bonuses and nonmagical skills they possessed in their previous lives; for example, fighters still retain their levels and enhanced Strength scores (e.g. 18/00), thieves keep their rogue abilities, and all keep their nonweapon proficiencies; however, any spellcasting abilities are lost.

Curst are immune to mind-related spells such as *charm, ESP, hold,* and *sleep*, and have 85% magic resistance. They are unaffected by cold- or fire-based attacks of any sort, and energy draining attacks are similarly ineffective. Though they are technically undead, they cannot be turned by priests or paladins, and holy water has no special effect on them.

Curst can be struck by any weapon. They can use any weapon allowed by their former character class, and will seize better weapons than their own when available. An unarmed curst attacks by kicking, biting, and clawing savagely for 1d4 points of damage per round.

If reduced to 0 hit points, curst are not slain. They fall to the ground, paralyzed, and lie there until they are whole again. Curst regenerate 1 hit point per day, and are able to regrow lost limbs and organs; if decapitated, the curst's body will disintegrate into dust, and the new body regenerates from the head (this process takes twice as many days as the curst has hit points), which remains paralyzed until the body is reformed. Curst can be healed by *cure* magics. If a *remove curse* spell is cast upon a curst, the creature is destroyed.

Rot grubs infect 15% of all curst; these have 1–6 fewer hit points but are otherwise unimpaired. The grubs will be seeking a better host.

Habitat/Society: Curst are in no way controlled by their creators, and seldom serve them except to attain the mercy of death by means of a *remove curse* spell. Often, coming to know their cruel doom, curst attack their creators, hoping they will be destroyed in self-defense. Once destroyed, curst cannot be resurrected or animated to become other forms of undead, since their bodies crumble into dust.

In the process of becoming curst, humans lose their sense of smell, any magical abilities, and often their minds (but not their cunning); only 11% of the curst retain their full, former ability score, while most have a lowered Intelligence of 8. In addition, there is a 5% chance per turn (noncumulative) that a curst will act irrationally—breaking off a fight to sing, skip and dance, draw with a finger on a nearby wall, stare intently at something, etc.—for 1–6 rounds; during this time, nothing can distract the curst, even attacks, except the casting of a *remove curse*, which elicits a smile and a whispery thanks from the curst as it collapses rapidly into dust.

Ecology: Curst eat nothing and are prey to none. The dust that remains after their destruction is being studied by wizards and alchemists for potential uses.

Cursed are created by the *bestow curse* spell (the reverse of the *remove curse* spell), and within four rounds adding a properly-worded *wish* spell. Creating them is an evil act.

About 2% of curst are humanoid.

Darktentacles

CLIMATE/TERRAIN:	Any wetland
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5 or 2 per opponent (36 total)
DAMAGE/ATTACK:	1d6 (squeeze) or 1d2 (slap); or by weapon
SPECIAL ATTACKS:	*Charm*, *hold*, constriction, bite
SPECIAL DEFENSES:	*Sphere of force*
MAGIC RESISTANCE:	60%
SIZE:	L to H (7′–15′+)
MORALE:	Elite (13)
XP VALUE:	14,000

The darktentacles is a many tentacled, solitary amphibious predator. It is intelligent and uses treasure to lure prey within reach. The creature never seems to slumber, nor forget those who escape it.

The darktentacles has a black, blistening body that it must keep moist or suffer a loss of 1 Hit Die per day. This leathery amorphous bulk is usually about the size of an adult cow, but the darktentacles can flatten its mass to cover a much larger area. The creature can cover a 10-foot by 10-foot area easily, and many are capable of covering a much larger area.

All over the body of the creature grow tentacles of up to 20 feet in length. A darktentacles may have up to 50 tentacles at one time, but usually only 36 are fully grown. These may slap at opponents, grasp and constrict them, or wield weapons.

Each tentacle is studded with many small, shielded eyes that see as humans do, but also have 140-foot infravision, which operates underwater to a distance 70 feet. A darktentacles also senses vibrations, "smells" substances in water, and discerns color and light differences through nodes all over its body.

Combat: A darktentacles can simultaneously battle as many opponents as it can reach. A maximum of five tentacles can reach a single opponent in a round; only two tentacles can wield weapons against one opponent without hampering or damaging other tentacles.

Weapons used by a darktentacles inflict normal damage. A single tentacle can wield a two-handed weapon without initiative or attack penalty. Tentacles can also slap or grip a foe; slapping tentacles cause 1d2 points of damage per attack.

To grip, a tentacle requires a successful attack roll. The initial hit inflicts no damage, but the opponent attacks at a –1 penalty thereafter as it holds on. In subsequent rounds, the grasping tentacle constricts for 1d6 points of damage each round (no further attack roll is necessary).

Two tentacles grasping a victim cause the victim to attack at –2, suffer a 1-point Armor Class penalty, and move at half speed.

Three tentacles cause the victim's attacks to be at –3, the victim suffers an Armor Class penalty of –3, and the victim cannot move more than three feet from his or her current position.

Four tentacles holding a victim can prevent any movement away from the darktentacles and cause the victim to suffer an attack penalty of –4 and an Armor Class penalty of –6. Also, when a victim is held by four tentacles, the darktentacles will use its special *charm* and *hold* abilities.

Its *charm* ability is identical to the 4th-level wizard spell *charm monster*. It raises a tentacle out of the the water before the trapped victim's eyes and *charms* that creature with its eye-covered tentacle. The darktentacles can attempt this only three times per day, and successful saving throw vs. spell negates the attack. A charmed creature does all that it can to help the darktentacles, from luring food to it to protecting it from dangerous foes. The darktentacles communicates mentally with its charmed slaves.

Its *hold* ability is indentical to the 4th-level wizard spell *hold monster*. The process is the same as for the *charm* ability, but the saving throw is at a –3 penalty, and failure means the victim is paralyzed for eight rounds. The *hold* ability can be used five times per day. The darktentacles uses the ability to trap a number of victims, drowning them before they can regain mobility.

Five tentacles holding a victim prevent all movement except twisting and writhing, penalize attacks by –5, and lower the victim's Armor Class to 10, regardless of armor, Dexterity, or magical defenses.

A grasped victim is allowed a Strength check to determine if an intended movement or action other than an attack can be carried out against the force of the darktentacles; attacks against the creature are adjusted as above.

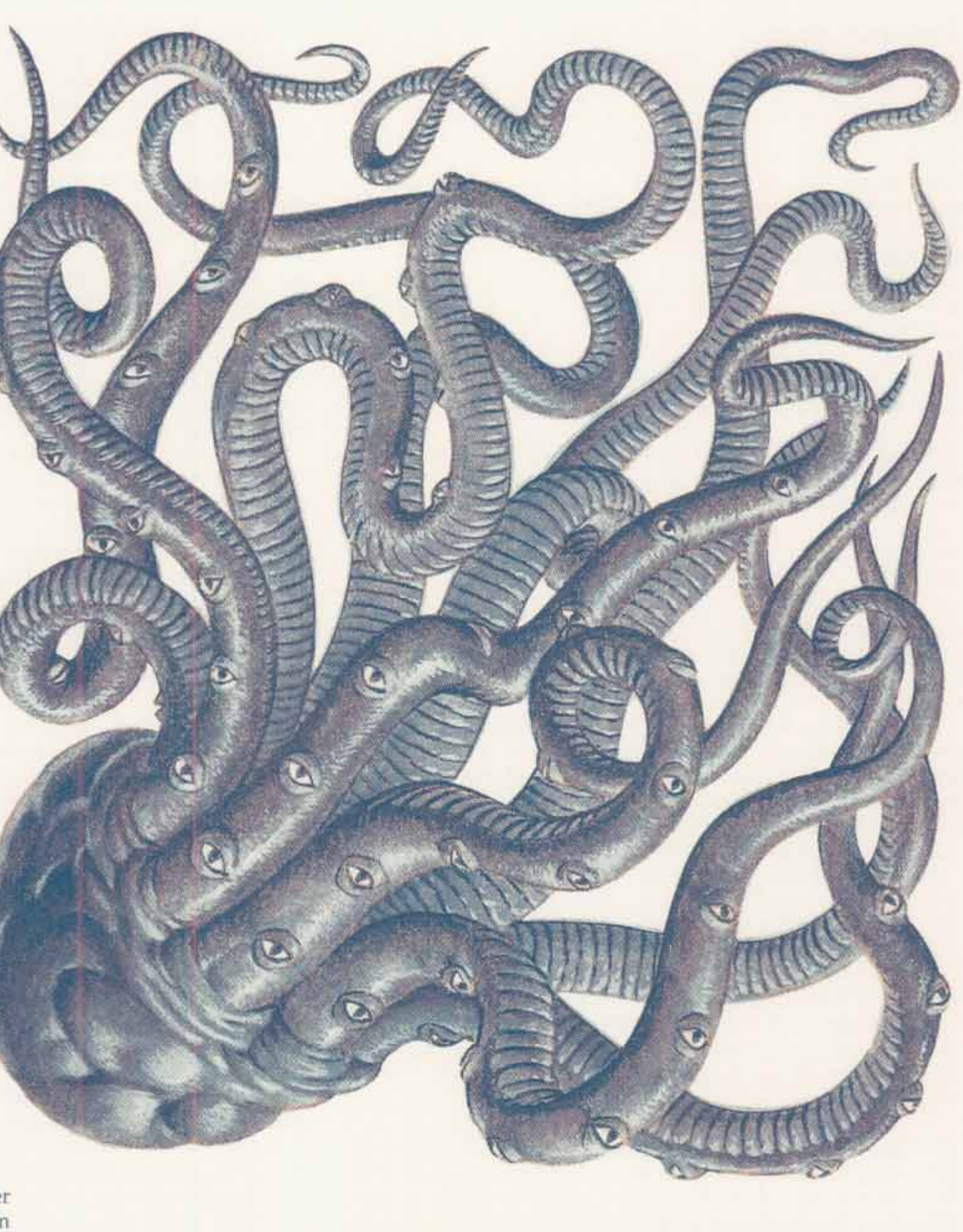
A darktentacles will often lurk in water and try to drown prey. A passive character can remain underwater for 1 round per point of Strength before drowning. An active, fighting character can remain underwater for half that time. Any round during which a character makes no attacks, he or she can try to reach the surface to breathe, unless the darktentacles stops the action. If held by one or more tentacles, reaching the surface requires two successful Strength checks—one check to get the surface and one check to get nose and mouth free of the water or a tentacle to breathe. If both fail, two checks are required in the following round—one check to stay at the surface against the tug and wrench of the tentacles, and the other to get clear access to the air again.

Any single attack by an enemy dealing a tentacle 7 or more hit points of damage in a round or a cumulative damage total of 14 or more points, casues a tentacle to let go of whatever it holds and writhe about harmlessly for the next round before attacking again. Attacks totalling 20 hit points of damage or more sever a tentacle.

A darktentacles can use all of its tentacles in a single round without penalty, provided it can reach that many opponents. It can wield any magical item or weapon not restricted to a certain class that does not require speech or delicate manipulations, such as pressing buttons.

Darktentacles eat meat, but only that of recently-dead prey that they have drowned or slain. The three beak-like mouths of a darktentacles are not actively used in combat, but a creature suffers 3d4 points of damage if driven into one. There is a 10% chance that a character may accidentally step into one of the darktentacles' mouths, taking the damage given above.

Darktentacles



A darktentacles can create a *sphere of force* once per week. A darktentacles' *sphere of force* is akin to the 5th-level wizard spell *wall of force*, save that it is always spherical in shape, can be cast at a range of 90 yards, and will successfully form even if trees, ground, water, and other solid things break its intended boundaries (i.e., it can be cast underwater or through solid ground to trap creatures on the surface or in a tunnel or cavern below). The sphere has whatever radius the darktentacles desires, up to a maximum of 60 feet. It lasts only as long as the darktentacles concentrates on it. A darktentacles typically uses this ability to isolate dangerous foes so that it can escape, deal with them later, or trap intended prey in an enclosed area with itself so that they cannot escape.

Habitat/Society: Most often found in jungle areas, darktentacles are commonly worshiped by primitive creatures of various races. More rarely, they are found roaming wetlands or temperate swamps. They prefer still and relatively warm water to faster and colder depths, but suffer no harm from the latter.

Darktentacles are solitary carnivores and will not be found within five miles of one another due to large territorial claims and potential problems from interfering with each other's hunting.

Ecology: Darktentacles serve as wetland predators, eating the numerous birds and fish common to such areas. They also hunt on shallow marine banks and reefs where fish shoal.

Darktentacles reproduce by budding once every two years. They tend to travel constantly for two weeks before budding, moving far away from their lairs and releasing a young darktentacles of 2 Hit Dice in a random wilderness area. During this time, the darktentacles has a movement rate of 15, using its tentacles as legs to speed it away from rival darktentacles.

When the creature has been slain, its flesh, eyes, and ichor are often used as spell ingredients and material components for *wall of force* spells and similar magical items that use or create that effect.

Dinosaur

	Allosaurus	Brontosaurus	Ceratosaurus	Compsognathus
CLIMATE/TERRAIN:	Any land	Swamp	Any land	Any land
FREQUENCY:	Uncommon	Common	Uncommon	Common
ORGANIZATION:	Solitary	Solitary	Pack	Pack
ACTIVITY CYCLE:	Day	Day	Day	Night
DIET:	Carnivore	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–2	1–6	1–4	1–12
ARMOR CLASS:	5	5	5	5
MOVEMENT:	15	6	15	10
HIT DICE:	15	30	8	1–1
THAC0:	8	5	13	20
NO. OF ATTACKS:	3	2	3	1
DAMAGE/ATTACK:	1d4/1d4/6d4	1d6/3d6	1d6/1d6/4d4	1d3
SPECIAL ATTACKS:	Nil	Crush (4d10 or 5d10)	Nil	Surprise (–3)
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (40′ long)	G (70′ long)	H (17′ long)	T (1½′ long)
MORALE:	Steady (12)	Steady (12)	Average (10)	Average (8)
XP VALUE:	9,000	22,000	650	35

Allosaurus

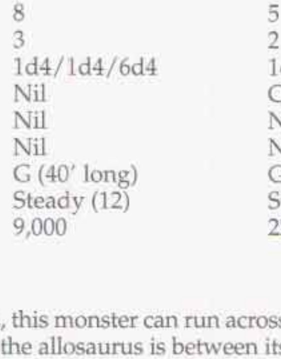
One of the most vicious of predators, this monster can run across hard ground at great speed. In size, the allosaurus is between its two relatives, the smaller megalosaurus and the larger tyrannosaurus rex. It weighs about 1½ tons.

The allosaurus has a massive skull, formed of bony plates that give it strength. The design of these plates is such that the head is still light enough to snap quickly at its prey.

Besides feeding on the occasional brontosaurus and diplodocus, this "flesh lizard" is known to eat carrion.

Few other creatures are foolish enough to fight the allosaurus for a share of its meal.

Brontosaurus



The "thunder lizard" (also called the *apatosaurus*) is a 40-ton plant-eater found near marshes and lakes. The creature spends much of its time in shallow water to support its bulk (and because food is plentiful there), but never moves to deep water because the increase in pressure makes it impossible for the tremendous dinosaur to breathe.

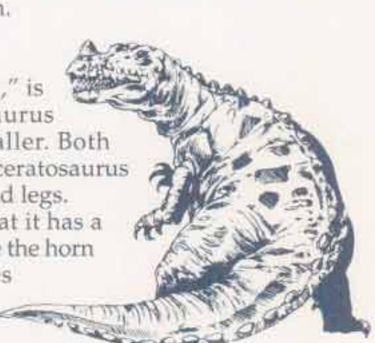
The creature ignores small things, but it is prone to step on anything in its way (causing 4d10 points of damage).

The body of the brontosaur is 65 feet long, but the tiny head is less than two feet long—a man with the same dimensions would stand six feet tall, but have a head only two inches long! The brontosaurus tips the scale at a mere 30 tons— rather light for a sauropod.

The front legs of the brontosaurus are shorter than those in the rear, like all sauropods except the brachiosaurus. This configuration enables sauropods to get up on their back feet to reach the topmost leaves of a tree. The brontosaurus could also use this ability to fight against its principal enemy, the allosaurus. The thunder lizard could tilt itself up on its long back legs, then come crashing down onto its enemy to inflict 5d10 points of damage.

The brontosaurus's tail can be whipped, causing 1d6 points of damage to any foe close enough.

Ceratosaurus

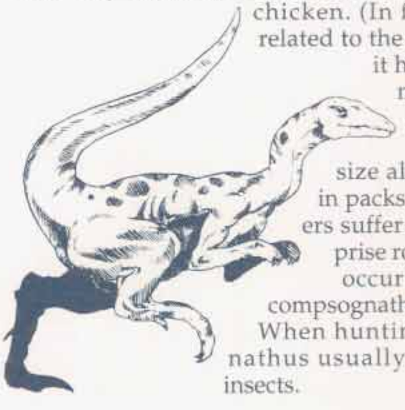


The ceratosaurus, or "horn lizard," is a carnosaur, related to the allosaurus and tyrannosaurus rex, but smaller. Both heavy (about a ton) and fast, the ceratosaurus can move on all fours or on its hind legs.

This carnivore is unusual in that it has a horn on its nose, but it does not use the horn for attacking—in fact, only males have this horn. (Those who have trouble telling dinosaurs apart have no trouble with the ceratosaurus.) The back of this creature also distinguishes it from other carnosaurs, for a thin line of bony plates runs from the top of the ceratosaurus's head down to the end of its tail, making the dinosaur's back look like a giant saw blade.

Also unlike the larger carnosaurs, the ceratosaurus hunts in packs, and is thus able to bring down creatures much larger than itself.

Compsognathus



This very small carnivorous dinosaur is about the size of a chicken. (In fact, compsognathus is related to the earliest known birds—if it had wings and feathers, it might *be* a chicken.) These creatures often hunt in groups. Their small size allows them to hide, even in packs, and surprise prey—others suffer –3 penalties to their surprise roll. Attacks at night might occur on sleeping prey, as the compsognathus tends to be nocturnal.

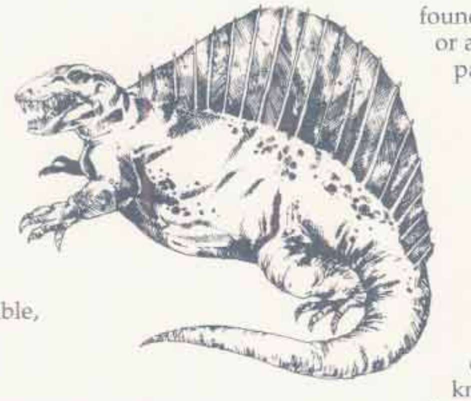
When hunting alone, the compsognathus usually eats small lizards and insects.

Dinosaur

	Dimetrodon	Euparkeria	Gorgosaurus
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Solitary	Pack	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1–2	2–8	1–2
ARMOR CLASS:	4	5	5
MOVEMENT:	12, Sw 6	15	15
HIT DICE:	3 to 5	1+1	13
THAC0:	3–4 HD: 17 5 HD: 15	19	7
NO. OF ATTACKS:	1	1	3
DAMAGE/ATTACK:	3d4+3	1d4+1	1d3/1d3/7d4
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (9′ long)	S (3′ long)	G (30′ long)
MORALE:	Steady (11)	Average (8)	Steady (11)
XP VALUE:	65–175	35	5,000

Dimetrodon

The sail-backed dimetrodon is a fierce predator and an example of the mammal-like reptiles. Its large fin works like a solar heater, allowing the dimetrodon to heat up to active temperature hours before its prey. Its ability to swim is questionable, but likely. The dimetrodon's alligator-like jaws give it a powerful bite (3d4+3 points of damage), more than making up for its lack of a claw attacks.

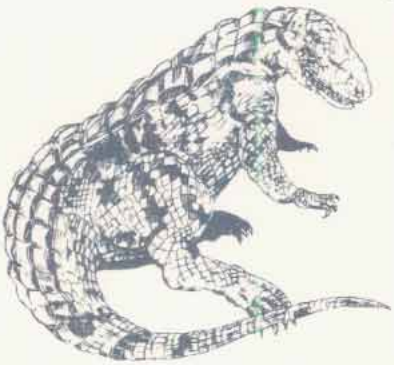


Euparkeria

A small dinosaur, probably ancestor to the larger carnosaurs, such as tyrannosaurus rex and allosaurus, the carnivorous euparkeria is about the size of a small dog.

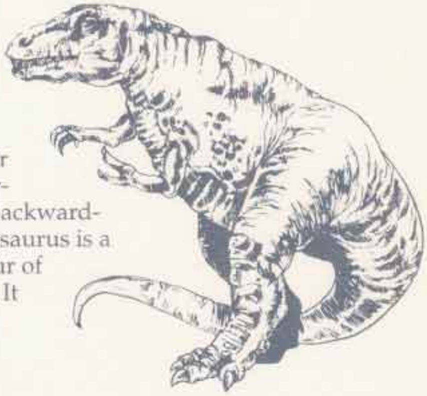
The euparkeria is found in groups of 2d4, which attack 1–2 figures of small size or a single man-sized figure if the odds seem to be with the pack. If sufficiently hungry, a pack will stalk and attack even a large group of prey, especially if one of the intended victims is wounded.

While the euparkeria normally walks on all fours, if threatened it is able to stand up on its hind legs and run a short distance.



Gorgosaurus

This horrid creature, also known as the *albertosaurus*, is probably an ancestor of tyrannosaurus rex. It is physically similar but smaller, with a longer-snouted head and more backward-pointing teeth. The gorgosaurus is a fleet, carnivorous dinosaur of very aggressive instincts. It might weigh as much as two tons.

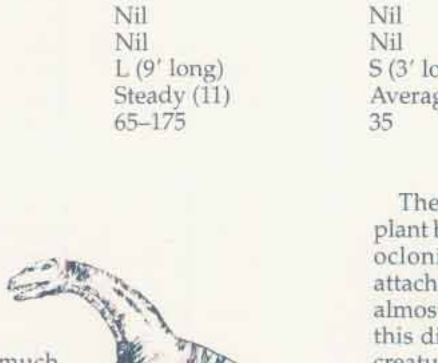


Dinosaur

	Iguanodon	Monoclonius	Plateosaurus
CLIMATE/TERRAIN:	Any land	Any land	Anyland
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1–2	2–8	5–20
ARMOR CLASS:	4	5	5
MOVEMENT:	12, Sw 6	15	12
HIT DICE:	3 to 5	1+1	3
THAC0:	3–4 HD: 17 5 HD: 15	19	12 Nil
NO. OF ATTACKS:	1	1	Nil
DAMAGE/ATTACK:	3d4+3	1d4+1	Nil
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	NIl
MAGIC RESISTANCE:	Nil	Nil	H
SIZE:	L (9′ long)	S (3′ long)	(20′+ long)
MORALE:	Steady (11)	Average (8)	Average (10)
XP VALUE:	65–175	35	650

Iguanodon

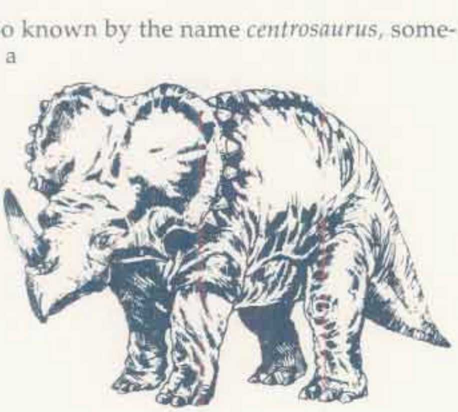
The iguanodon is a more primitive dinosaur that walks on all fours, but it can stretch up to reach vegetation that looks particularly appealing. The creature looks much like a small sauropod, about 15 feet tall and 30 feet long, weighing in at only five tons. Actually it is more closely related to the hadrosaurs, such as the lambeosaurus and trachodon.



Typically traveling in herds, the iguanodon runs from carnivores, but if cornered it can employ its thumb spikes and lashing tail to defend itself.

Monoclonius

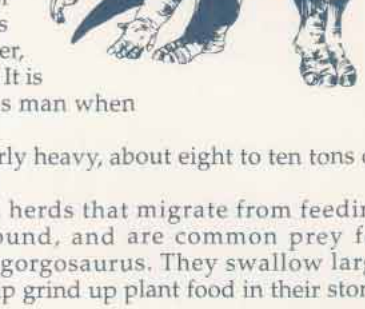
This dinosaur, also known by the name *centrosaurus,* somewhat resembles a single-horned rhinoceros. Its head and neck are protected by a bony shield (AC 3), while its skin is very thick—although not plated like that of the ankylosaurus.



The monoclonius is herbivorous, and can eat almost any plant because of its strong jaws and teeth. The head of the monoclonius is attached to the neck much like a human arm is attached to the shoulder, so the creature can swing its head in almost any direction at a moment's notice. The main attack of this dinosaur is with its horn, but herds can trample smaller creatures in a stampede, with each monoclonius inflicting 2d8 points of damage.

Plateosaurus

The plateosaurus is a herbivore that generally moves about on all fours. When watching for enemies or reaching the leafy crowns of ferns, palms, or other trees, it travels slowly in a bipedal manner, using its tail as a balance. It is more than twice as tall as man when erect.



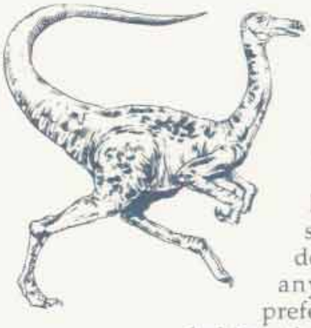
These creatures are fairly heavy, about eight to ten tons on the average, and panicky.

Plateosaurs travel in herds that migrate from feeding ground to feeding ground, and are common prey for carnosaurs such as the gorgosaurus. They swallow large stones occasionally to help grind up plant food in their stomachs.

The creatures are an earlier form of such sauropods as the diplodocus and brontosaurus.

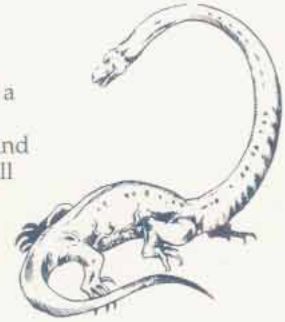
Dinosaur

	Struthiomimus	Tanystropheus	Teratosaurus	Trachodon
CLIMATE/TERRAIN:	Any land	Swamp	Any land	Any land
FREQUENCY:	Uncommon	Rare	Uncommon	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–6	1	1–3	2–12
ARMOR CLASS:	6	5	5	5
MOVEMENT:	18	6, Sw 18	18	12
HIT DICE:	6+3	6+6	10	12
THAC0:	13	13	11	9
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1d2/1d2/2d4	1d8+4	1d3/1d3/3d6	1d4
SPECIAL ATTACKS:	Nil	Surprise	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (6'+tall, 16'+long)	G (30–40' long)	H (20' long, 9' tall)	G (30'+ long)
MORALE:	Average (10)	Average (10)	Steady (11)	Steady (11)
XP VALUE:	420	650	1,400	2,000



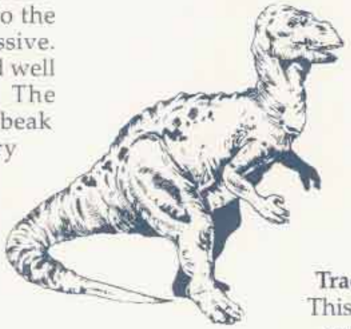
Struthiomimus

The ostrich-like struthiomimus is a bird-hipped dinosaur (ornithomimosaur), distantly related to the deinonychus, but less aggressive. Its hind legs are powerful and well adapted for running. The struthiomimus has a birdlike beak and no teeth. It has to be very hungry to attack men, but smaller humanoids and demihumans look delicious any time. This dinosaur prefers areas of tall grass as its habitat, though some closely related species are forest-dwellers.



Tanystropheus

This swamp predator resembles a snake with thin, projecting legs. About half of its length is neck and head. The head is relatively small and the jaws are long and filled with many sharp teeth. The tanystropheus lurks along river banks and at the edge of swamps, prowling through the water. Those ambushed by the creature roll for surprise at a –6 penalty; if they are surprised the predator attacks with a +2 bonus to hit. Creatures under 500 pounds weight will be dragged into the water, to be further attacked and devoured.

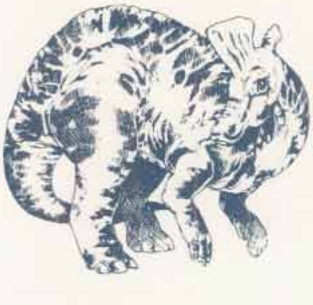


Teratosaurus

A fierce carnivore found mainly on the plains, the teratosaurus runs nimbly after any creature that appears to be edible. This creature hunts only on dry land—plains or forest. The teratosaurus is a carnosaur related to the allosaurus, ceratosaurus, and tyrannosaurus rex, but is both more primitive and somewhat heavier.

Trachodon

This duckbilled dinosaur, also called the *anatosaurus*, is the archetype of its kind—anatosaurus means "duck lizard." It is a peaceful, four-ton plant eater that runs from attack; its only defense is its lashing tail. It is as at home in shallow water as it is on land, grazing on water plants and floating ferns as easily as it grinds up leaves and pine needles it finds in forested areas. Its enemies include any of the carnosaurs, especially the tyrannosaurus rex. The trachodon is a hadrosaur, and thus related to the lambeosaurus.

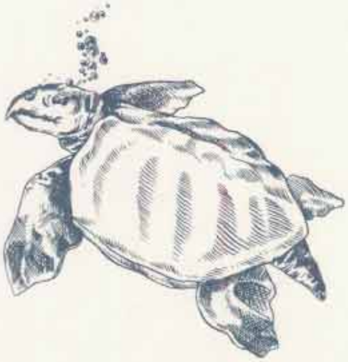


Dinosaur, Aquatic

	Archelon	Dinichthys	Mosasaurus
CLIMATE/TERRAIN:	Any ocean	Any ocean	Any water
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0))
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1–4	1–4	1–3
ARMOR CLASS:	3	7	7
MOVEMENT:	3, Sw 15	Sw 21	3, Sw 15
HIT DICE:	7	10	12
THAC0:	13	11	9
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4	5d4	4d8
SPECIAL ATTACKS:	Nil	Swallow	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (12′ dia.)	H (25′+ long)	G (50′ long)
MORALE:	Steady (11)	Steady (11)	Steady (11)
XP VALUE:	420	4,000	4,000

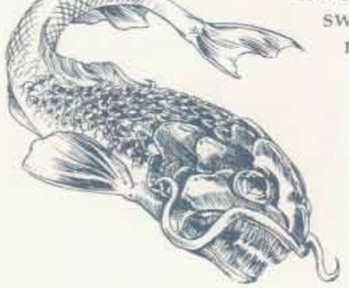
Archelon (Ischyras)

This large marine turtle is not truly a dinosaur, but a reptile. Its shell is like that of a leatherback turtle—thick and rubbery rather than being formed of solid plates. With its powerful front flippers, the archelon is a fast swimmer; it seldom ventures on to dry land.



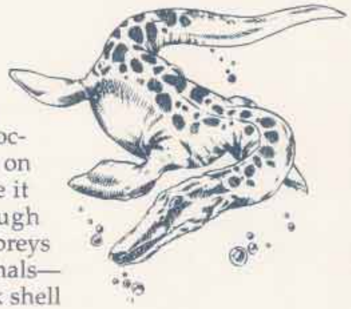
Dinichthys

The name—"terrible fish"—reveals that this fearsome creature is not actually a dinosaur but a huge, primitive fish. Its great mouth can swallow man-sized prey on a natural attack roll of 20.



Mosasaurus

The mosasaurus is a marine lizard, with species such as platecarpus and plotosaurus. This reptile breathes air like a crocodile. It travels very slowly on land, but its flippers move it with ease and grace through the water. The mosasaurus preys on all forms of marine animals—its powerful jaws can crack shell or bone easily.

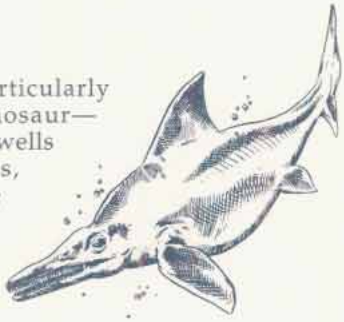


Much of the length of the mosasaurus is due to the large number of its vertebrae, numbering over 100 in some species.

Dinosaur, Aquatic

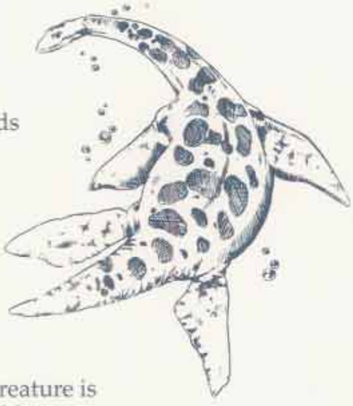
	Nothosaurus	Plesiosaurus	Temnodontosaurus
CLIMATE/TERRAIN:	Any water	Any ocean	Any ocean
FREQUENCY:	Uncommon	Common	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1–3	1 (10% for 2)
ARMOR CLASS:	6	7	4
MOVEMENT:	3, Sw 18	Sw 15	Sw 24
HIT DICE:	6	20	10
THAC0:	15	5	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	5d4	3d4	5d4
SPECIAL ATTACKS:	Frenzy	Flippers	Frenzy
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10'+ long)	H (18'+ long)	G (30' long)
MORALE:	Average (10)	Average (10)	Steady (12)
XP VALUE:	650	12,000	2,000

Nothosaurus



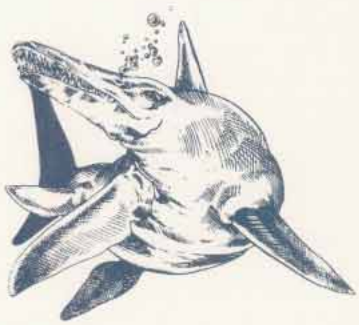
The nothosaurus is a particularly aggressive marine dinosaur—another ichthyosaur. It dwells mostly in tropical seas, always seeking prey in the water when not sunning itself on rocks in between hunts. It lumbers on its flippers when on land but swims rapidly. When in a frenzy it can lash at its victim with huge fore flippers, but its usual attack is a darting bite, as its long neck moves its head at great speed.

Plesiosaurus



The plesiosaurus strongly resembles a snake with a turtle's body (sans shell). It tends to be very aggressive, attacking anything it notices. While not as long overall as its relative, the elasmosaurus, the plesiosaurus has a neck that is about one-third of its total length. The creature is strong and fast, and highly maneuverable in the water—it can "turn on a silver piece" to lunge at its prey. In a marine battle it can strike with its powerful fore flippers, inflicting 2d6 points of damage with each.

Temnodontosaurus



This monster is a large ichthysaur or "fish lizard." Although it is not a dinosaur, it thrives in the same marine habitats as do mosasaurs, for example—its young are born live at sea, and the temnodontosaurus must come to the surface to breathe.

Its speed and ferocity allow it to compete fearlessly for choice prey with any creature. When in a feeding frenzy, a temnodontosaurus strikes with its powerful tail, inflicting damage on any creature behind it that is struck by this lashing.

Dog, Bog Hound

	Bog Hound	Moor Hound
CLIMATE/TERRAIN:	Swamp	Swamp
FREQUENCY:	Very rare	One per pack
ORGANIZATION:	Pack	Pack leader
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (3)	Very (12)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	2–20	1
ARMOR CLASS:	5	1
MOVEMENT:	15	18
HIT DICE:	2+2	8
THAC0:	19	13
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4/1d4/1d4	1d6/1d6/1d8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	15%
SIZE:	M (6′ long)	L (7′ long)
MORALE:	Champion (15)	Fearless (20)
XP VALUE:	65 each	3,000

Bog hounds are large dogs, about the size of war dogs, created from a cursed bog. Sculpted of straw and mud, the hounds are given life by wicked magic or a curse. They are sometimes created by the exceptionally strong will of a creature that can shape life.

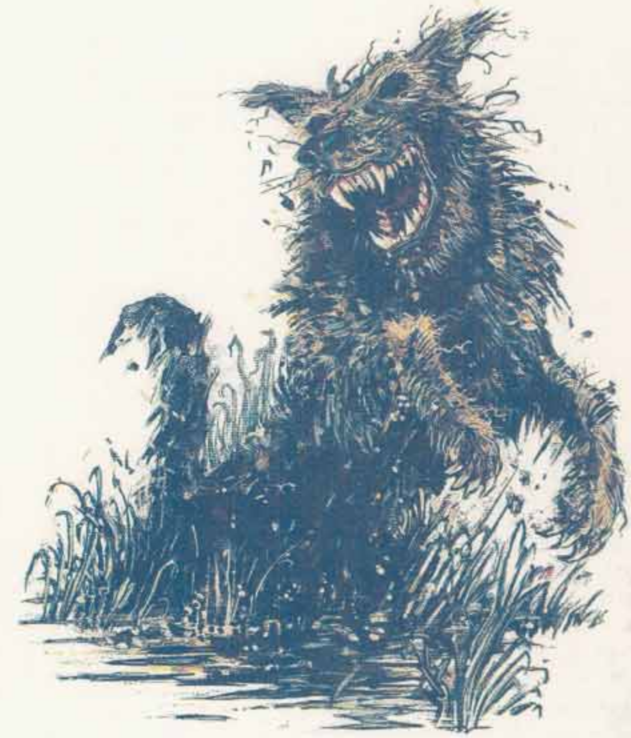
Their color is a muddy brown with splotches of yellow, and their most frightening feature is their lack of eyes; they have only empty black sockets.

Each pack of bog hounds is led by a *moor hound*, an individual creature of exceptional strength and power. As long this creature exists, the pack cannot be permanently destroyed.

Combat: When hunting, bog hounds set up an unearthly howling that only subsides when they close in. They attack by flanking their victims and closing from all sides at once. In combat, they act as ordinary hounds, unless their pack leader (the moor hound) or their master instructs them to perform another task. When slain, they return to their original materials, dissolving into scattered straw and mud as a gasp of vapor escapes from the bodies. (In some cases the power of the animating curse may form additional bog hound bodies over time, in other cases the master might construct more.)

The bog hounds are vulnerable to natural sunlight. If they are exposed to the sun, their supernatural essence evaporates like fog, and they become inanimate statues of straw and mud, trapped in the pose in which the light first caught them. These can be destroyed by the slightest touch; unless extreme care is taken they cannot be moved.

Habitat/Society: Once the bog hounds are created, the moor hound leads them in whatever tasks their creator desires. The pack is under the control of the being who brought them to life. The pack has no other social order except that they follow the moor hound.



Ecology: The bog hound pack is created by a powerful curse or possibly by malevolent necromantic magic. While their diet is listed as carnivorous, in truth they need to eat nothing. When they attack, they savage and devour any living creature of flesh and bone that they hunt. They gain no sustenance from eating; they are simply supernaturally vicious.

The Moor Hound

Unlike the bog hounds, the moor hound is formed wholly of the vapors of the bog. It is a coal-black creature with flaming red eyes. Its jaws can easily fit around a full grown man's head, and are powerful enough to snap bone.

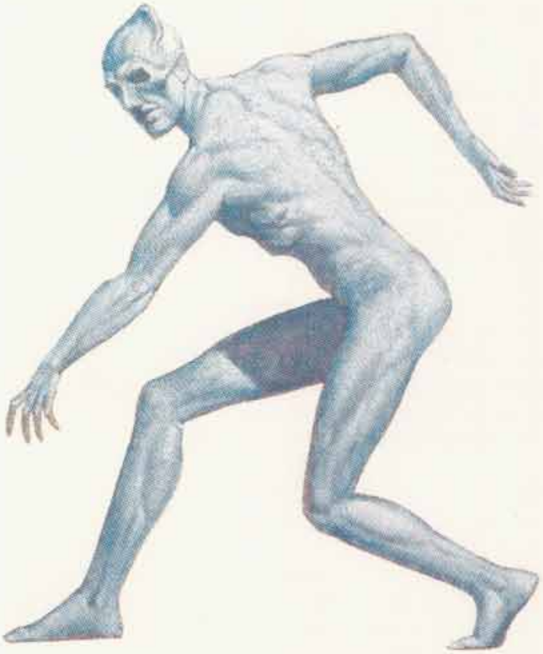
The moor hound can be hit only by magical weapons of at least +1 enchantment; however, it only seems to suffer real damage from them. It can be destroyed only after it has been exposed to sunlight; otherwise, once it has been reduced to 0 hit points or below the moor hound bounds off to regenerate. It always leaves a trail of blood that leads directly to a bog or pool of quicksand, but no further trace of the moor hound can be found until the next night, when it comes back fully regenerated.

If not exposed to sunlight, the moor hound cannot die. It can, however, be captured. If even the slightest beam of sunlight directly hits the moor hound, any apparent damage it took before exposure suddenly becomes real, perhaps slaying it outright. Further, the moor hound can then be hit by ordinary weapons and permanently killed, breaking the curse that gave it life. When the moor hound dies, a ghostly howling marks its passage into nothingness. All bog hounds of its pack immediately crumble into mud and straw as their howls answer and follow those of the pack leader.

Doppleganger, Greater

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Genius (15–18)
TREASURE TYPE:	K, L, M (G, U×3)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12/1d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M–L (varies)
MORALE:	Fanatic (17–18)
XP VALUE:	4,000



Common doppelgangers can easily mimic the forms of humans, demihumans, and humanoids, but their greater cousins, sometimes called "mirrorkin," in ancient texts, have augmented those abilities to the point of perfection, allowing these shapechangers to adopt the exact forms and identities of several humans or humanoids, switching between them at will.

Like its relative, the greater doppelganger is a bipedal humanoid with a tough, hairless gray hide that maintains its toughness regardless of the disguise (granting a minimum AC of 2). The greater doppelganger is faster and more agile than a common doppelganger.

Combat: This monster can assume the shape of any humanoid creature between four and eight feet in height, just as a common doppelganger. Greater doppelgangers have full powers of *ESP* and telepathy, which allow them to peer deeper into the minds of intended victims and assume forms that are disarming to their prey; once the victim is off-guard, the greater doppelganger takes its prey in its arms and stabs the victim in the back with its claws. Some of these shapechangers take care to shape their claws so the wounds inflicted, which still deal the same damage, appear to be deep dagger or sword thrusts.

If the greater doppelganger ingests the brain of the prey, the doppleganger can absorb the entire mind and personality of the prey for later use.

Greater doppelgangers also have another advantage over their lesser relatives—enhanced intelligence and imagination. As a result, they can create a totally unique face and body without imitation. This aids them in escaping into crowds, randomly shifting clothes and faces around each corner.

Greater doppelgangers are immune to *sleep*, *charm*, and *hold* spells. They are likewise immune to any magics that detect alignment. Disguised greater doppelgangers can only be revealed by use of the *true seeing* spell or equivalent; their mental and physical disguises are even able to fool most psionics.

Their saving throws are those of 18th-level fighters.

Habitat/Society: Greater doppelgangers tend to lead any collection of their kind with whom they live. Others live alone or replace those whose minds and personalities they have absorbed. While greater dopplegangers may ally with others, they generally refuse to be controlled or led by anyone or any creature other than one of their own.

The greater doppelganger can absorb the mind and personality of any person whose brain it has eaten. After this, the greater doppelganger can assume that person's form with 100% accuracy, complete with the person's memories, abilities, and alignment; these are active whenever the shapechanger takes that particular form. When the form is worn, the greater doppleganger has all of the victim's physical, mental, and magical abilities (though not priestly granted abilities, or spells above 2nd level, since these are bestowed); greater doppelgangers can even absorb the identities of paladins, though all healing and special abilities beyond fighting skills are lost. Greater doppelgangers can absorb up to eight separate and distinct identities; if they attempt to absorb more identities beyond that, there is a 50% chance that one of the creature's absorbed identities will be lost in favor of the new one.

If the doppelganger has to perform actions that run counter to its form's alignment, it must change form or be immediately forced into its base form for 1–10 rounds. In its base form, it has limited access to all the memories of its identities (use of known languages, general information); the greater doppelganger is incapable of manifesting one person's identity when in another person's form. Regardless of its form, a greater doppelganger can use magical items, provided it knows how they function.

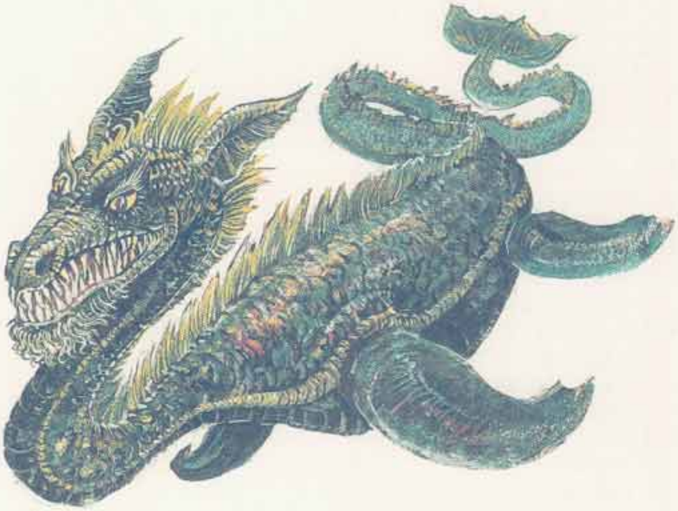
Ecology: The greater doppelgangers are sophisticated and clever. With their abilities to permanently adopt certain identities, their plans and goals often go beyond simple hunting or larceny. They can often penetrate social and political power groups without arousing suspicion.

The bearing of offspring (a rare event) requires a greater doppleganger to remain in female form for the entire term, or the unborn offspring will die.

Dragon, Brine

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Special (see table)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2–5)
ARMOR CLASS:	2 (base)
MOVEMENT:	Sw 9
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	4d10
SPECIAL ATTACKS:	Breath weapon, spells, surprise
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable by age
SIZE:	H (26′)
MORALE:	Champion (15)
XP VALUE:	Variable



Brine dragons are fully aquatic; they cannot fly or walk on land, nor breathe air. They do not enjoy even breaking the sea's surface, but sometimes do so if given the proper incentive, such as a boatload of juicy humans.

These massive creatures look much like plesiosaurs with draconian heads. They have flippers where other dragons have claws, and their oversized teeth make them appear as if they are smiling all the time. The grin is not a friendly one.

The hide of the brine dragon is rough and mottled, ridged and craggy. The scales are irregular and do not fit together well. Huge clumps of salt dot its body, some so old that they are discolored and cannot be dissolved in the water.

Combat: The brine dragon is a good swimmer. Its unwieldly bulk belies its swimming ability; brine dragons can move through the oceans without causing so much as a ripple. As a result, opponents suffer a –1 penalty to their surprise rolls. The dragon itself is acutely aware of disturbances in the currents, and is surprised only on a 1-in-10 chance. It attacks with little or no provocation. Sometimes it doesn't attack, even when combat might be expected; brine dragons are extremely capricious and unpredictable.

The brine dragon's bite causes terrible damage and can badly gouge large marine creatures such as whales or amphidragons.

Breath Weapon/Special Abilities: The brine dragon breathes a cloud of alkaline-salt-and-saliva-based spray that burns like acid. The cloud is 90 feet long, 45 feet wide, and 45 feet high. Those successfully saving vs. breath weapon suffer half damage. The brine dragon can use this breath weapon once every three rounds. The breath weapon can be used equally well underwater, on the surface, or against an aerial target.

Brine dragons are themselves immune to poisons and acids. As a brine dragon ages, it gains several magical abilities (see table), each usable three times per day.

Habitat/Society: Brine dragons are unpredictable, violent and have nihilistic tendencies. They have no leader or society.

Brine dragons make their lairs out of coral and rock formations, using their caustic breath and spittle to glue together a convenient cave. Each brine dragon stakes out its turf, which can vary day to day from 100 yards to ten miles across. Its cave remains its only point of fixed interest.

When a brine dragon lays its eggs, the female usually stays around and raises the hatchlings, though sometimes the male stays and does the job instead. Other times both parents stay and raise the hatchlings, or both parents leave and let the eggs fend for themselves. Sometimes the parents get hungry and just eat the eggs or young. Their extremely random parenting keeps the number of brine dragons low.

Ecology: Brine dragons get their name from their love of salt. the dragons eat salt and also absorb it as they swim the oceans. Often they can be found in coastal salt marshes.

Brine dragons hate black dragons and will attack them at every opportunity. Otherwise, they will eat nearly anything, including marine undead.

Age	Body Lgt.	AC	Breath Weapon	Spell Ability	MR	Treas. Type	XP Value
1	5–8	5	1d4+1	—	—	—	1,400
2	8–12	4	2d4+2	—	—	—	2,000
3	12–20	3	3d4+3	—	—	—	3,000
4	20–29	2	4d4+4	—	—	½F	4,000
5	29–38	1	5d4+5	—	10%	F	7,000
6	38–47	0	6d4+6	*Melf's acid arrow*	15%	F	8,000
7	47–56	–1	7d4+7	—	20%	F	10,000
8	56–65	–2	8d4+8	*stinking cloud*	25%	F,G	12,000
9	65–74	–3	9d4+9	—	30%	F,G	13,000
10	74–83	–4	10d4+10	—	35%	F,G,H	15,000
11	83–92	–5	11d4+11	*fear*	40%	F,G,H	16,000
12	92–102	–6	12d4+12	*cloudkill*	50%	F,G,H	17,000

Dragon, Half-Dragon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	O
ALIGNMENT:	Lawful good

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Steady (11)
XP VALUE:	15

Half-dragons are the result of the mating of a demihuman female, usually elf, dwarf, or gnome, and a male metallic dragon—gold, silver, or bronze. These dragon types have the natural ability to polymorph into demihuman form, and sometimes while in this form they produce offspring of mixed heritage.

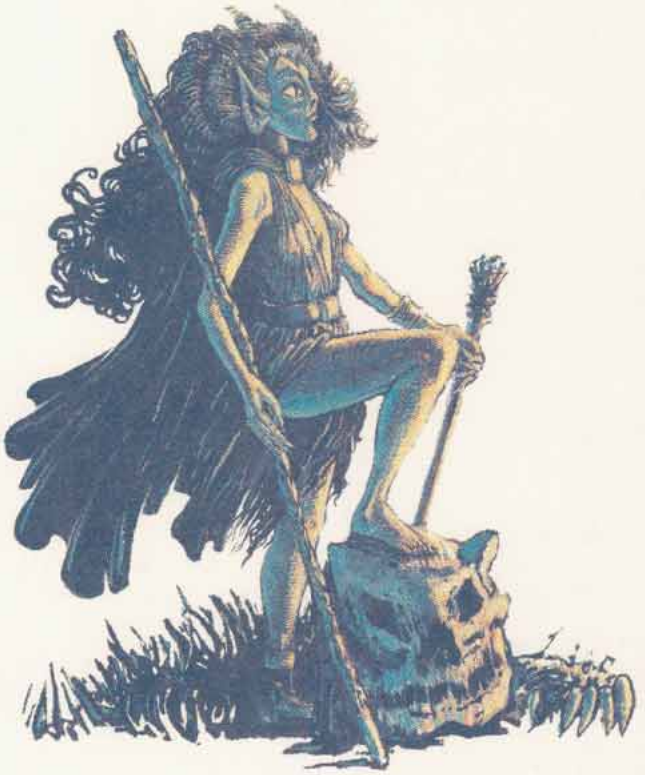
Few physical features definitively mark a newborn babe as a half-dragon, though there are some telltale signs of the dragon parent; usually eyes or hair the color of gold, silver, or bronze. As they reach adulthood half-dragons grow tall and lean, no matter what demihuman blood mixes with their draconic heritage. During adolescence draconic abilities begin to manifest. These abilities become stronger and more pronounced over time and with use. Physical changes accompany the appearance of these abilities. A mature half-dragon appears as a very tall, very lithe humanoid with certain elflike features: a slender frame, lean muscles, long limbs, pointed ears. The skin has the look and texture of demihuman flesh, though with the pigmentation of the dragon parent. Hair is thick and luxurious, of a deeper and richer shade than the flesh color. A half-dragon's fingers are long and thin, with nails like talons. The true mark of dragon heritage is seen in the face, which has a distinctive reptilian appearance: snakelike eyes, elongated features, and the barest hint of horns protruding above the temples. Half-dragons have no wings, tails, or scales. No matter their demihuman heritage, all half-dragons mature in this way.

Half-dragons speak the language of their demihuman parent. A few can speak a draconic language (20%).

Combat: Half-dragons can use any weapon types that match the class they belong to. All half-dragons also begin with all of the racial abilities of their demihuman parent. As their dragon abilities manifest, they supersede and replace the demihuman ones. Each half-dragon type has discretionary abilities to choose from (one at 2nd, 4th, and 6th level), and fixed abilities that manifest automatically (at 5th and 7th respectively).

Half-gold

- *Fixed Abilities:* Claw attacks (1d6/1d6), breath weapon (spray of fire 10 feet long, damage 3d6, twice per day).
- *Discretionary Abilities:* Water breathing (at will), speak with animals (at will), bless (twice per day), detect lie (twice per day), sleep (twice per day), dragon fear (three times per day), immune to fire, immune to gas, infravision to 90 feet.



Half-silver

- *Fixed Abilities:* Claw attacks (1d4/1d4), breath weapon (spray of cold 8 feet long, damage 4d4, twice per day).
- *Discretionary Abilities:* Feather fall (once per day), wall of fog (once per day), cloud walk (one hour per level per day), dragon fear (twice per day), immune to cold, infravision to 90 feet.

Half-bronze

- *Fixed Abilities:* Claw attacks (1d4/1d4), breath weapon (bolt of lightning 8 feet long, damage 3d4, twice per day).
- *Discretionary Abilities:* Water breathing (at will), speak with animals (at will), create food and water (twice per day), ESP (once per day), dragon fear (once per day), immune to electricity, infravision to 60 feet.

Habitat/Society: Half-dragons tend to be loners. Most are raised by their demihuman parents, growing up in that culture. When the half-dragon's true nature becomes noticeable, the community often banishes the mixed being or makes life so unbearable that the half-dragon leaves. Half-dragons tend to become explorers and adventurers, traveling the world as they seek a place to call home. Half-dragons can belong to any class, and they set up lairs in remote places between the realms of dragons and demihumans.

Ecology: Half-dragons eat the same food as their demihuman parents. Half-golds can live to be 350, half-silvers to 310, and half-bronzes to a maximum of 240 years.

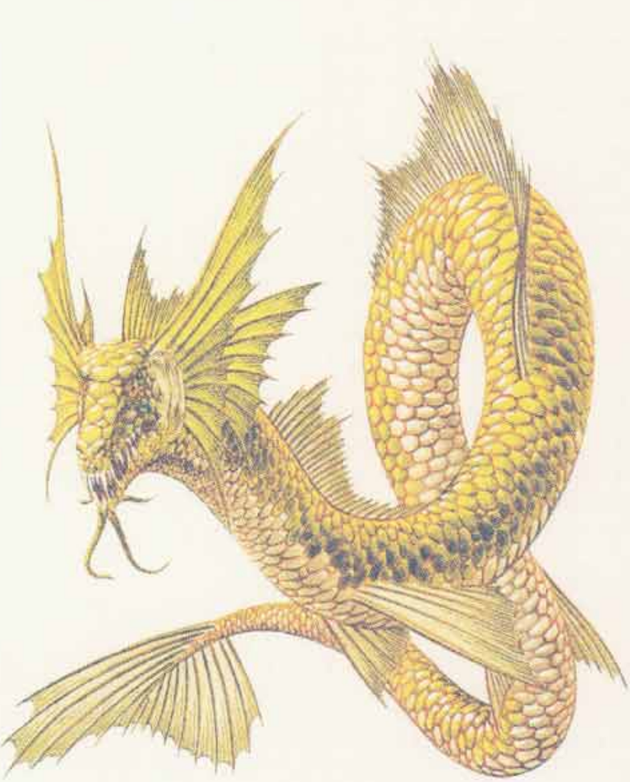
Dragon-kin, Sea Wyrm

CLIMATE/TERRAIN:	Tropical and subtropical seas
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (R×2)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–3
ARMOR CLASS:	5
MOVEMENT:	9, Sw 18
HIT DICE:	Young (7–8 HD) Adolescent 9–10 HD) Adult (11–12 HD) Ancient (13–14 HD)
THAC0:	7–8 HD: 13 9–10 HD: 11 11–12 HD: 9 13–14 HD: 7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 (bite) or 3d8 (constriction)
SPECIAL ATTACKS:	Breath weapon (sleep 3d8 rds), swallow (if adult or ancient)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12′ long) if 7–10 HD, H (12′–25′ long) if 11–14 HD
MORALE:	Champion (15–16)
XP VALUE:	7–8 HD: 1,400 9–10 HD: 2,000 11–12 HD: 3,000 13–14 HD: 4,000

Sea wyrms are elongated legless and wingless sea dragons found in tropical and subtropical seas. Probably one of the sources for the tales of legendary sea serpents, these lazy creatures rarely attack anyone or anything not intruding on their territory. They are usually serene and majestic, often venturing quite close to land if left undisturbed. Occasionally, a family of sea wyrms will be seen traveling together by sailors who venture into deeper seas.

Combat: Sea wyrms grow larger, but not particularly stronger, as they age; thus, the bite and constriction of a young sea wyrm are just as damaging as that of its elders. Though they are normally nonaggressive, sea wyrms will attack ships or creatures who invade what they consider to be their territory. All sea wyrms can bite for 2d6 points of damage and constrict for 3d8 points. If attacking a ship, every 10 points of constriction damage acts as 1 hull point against the vessel. If the ship is smaller than the sea wyrm, the wyrm can completely encircle the entire vessel, roll it over, and drag it beneath the waves. Because of this, they are greatly feared by fishermen and others who usually have smaller boats.

Adult and ancient sea wyrms have other attacks as well. If they make a bite attack and score 5 more than they need to hit, they have swallowed their prey whole. The victim takes normal damage (2d6) from the bite and an additional 2d6 points of damage per round thereafter from stomach acids. The usual methods may be employed to escape from the creature's stomach.



At any time an adult or ancient sea wyrm may choose to forgo its normal attack and use its breath weapon instead. This is a cone of sleep gas 5 feet wide at the base, 30 feet wide at the far end, and reaching 30 feet. Those caught in the cone must save vs. breath weapon or fall asleep for 3 to 24) rounds. The wyrm can use this attack only once per day.

Habitat/Society: Sea wyrms lair in underwater caves or in remote caves on islands. They can breathe equally well in air or water and move about on land by slithering like a snake. They eat just about anything but are particularly fond of fish and fruit. They have been known to slither around a fruit tree and constrict it in an attempt to get at fruit which is beyond their normal reach.

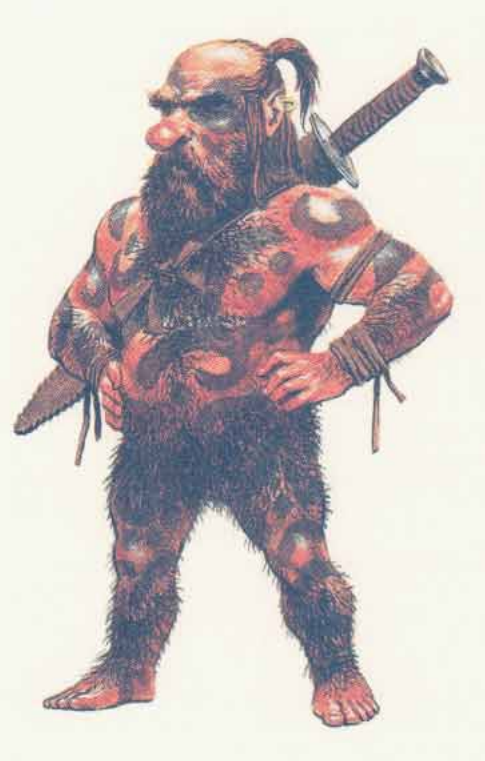
Sea wyrms live in small family groups until the hatchlings are old enough to forage for themselves. When three are found together, they are always a mated pair and a hatchling. Two sea wyrms found together are always a mated pair, as they mate for life. The female produces one egg at a time, which is jealously guarded by both until the young sea wyrm hatches.

If captured as hatchlings, sea wyrms make loyal and affectionate pets for sea peoples such as merfolk, tritons, or nereids, willing to fight to the death to defend their companions.

Ecology: Sea wyrms claim undersea or island caves for their lairs and defend the territory around it up to about two miles. They range up to thirty miles from home to feed. Though they produce no useful by-products, there is a growing market in sea wyrm eggs among traders who wish to raise a mobile guard to defend their ships while at sea. Some merchants deal in sea wyrm skins, which bring 1,000 to 3,000 gp.

Dwarf, Wild

CLIMATE/TERRAIN:	Subterranean, tropical jungle
FREQUENCY:	Rare
ORGANIZATION:	Hunting band
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	K, L, M, Q or V
ALIGNMENT:	Lawful neutral
NO. APPEARING:	20–200
ARMOR CLASS:	8 (10)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (weapon)
SPECIAL ATTACKS:	Poison darts (+2 at short range)
SPECIAL DEFENSES:	Immune to own darts, +4 save vs. poison and magic, +1 save vs. venom/vapor, –1/die dmg vs. heat and insect swarms
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Elite (13–14)
XP VALUE:	270



Wild dwarves are a reclusive race of dwarves. Also known as "jungle dwarves," they are found only in remote, hot jungle areas. These dwarves are dark-skinned, short, and stout. Their bodies are covered with tattoos and grease which serves to keep off insects and also makes them hard to hold. They wear nothing except their long, woven hair which serves as adequate clothing. This, they plaster with mud into crude armor when going to war.

Wild dwarves forge weapons and tools from mined metals. In this and in infravision, "underground skills" and lifespan, they are like other dwarves. Sturdy (+1 to Con scores) and muscular, they distrust intruders and will avoid confrontations unless they are attacked or provoked. Wild dwarves speak their own clicking, trilling tongue, and a smattering of the common tongue and dwarvish.

Combat: Wild dwarves are armed with blowguns and can fire 2 darts per round (range 10/30/50). Each dwarf carries 1d10+6 barbed darts that inflict 1d3 damage (1d2 vs. large creatures). The darts are coated with sleep-inducing venom—save vs. poison or be *slowed* for 2 rounds, then fall asleep for 2–5 rounds—slapping does not awaken. Adult wild dwarves are specialists with their darts; at short range they have an attack bonus of +2. They are immune to the effects of their poison. Each wild dwarf carries a short spear (1d6 damage) and a spiked throwing club (1d6) or hand axe (1d6).

Wild dwarves use pits, snares, deadfalls, and other traps to defend their home caves. All of these are tailored from the jungle surroundings and are very effective, even against intruders of high level, especially those uninitiated to jungle combat. They often attack in large groups, firing darts from behind cover until an angered opponent charges—whereupon they attack from all sides.

Wild dwarves have the same saving throw bonuses against poison and magic as normal dwarves. Centuries of battling poisonous snakes have given them a natural resistance to natural poisons and venoms; they make all saving throws against such poisons and poisonous vapors at an additional +1. They are less likely to suffer from debilitating diseases or parasites than those who aren't jungle dwellers (the DM must adjudicate), and receive a bonus of –1 per die of damage from insect swarms and heat-based attacks.

Habitat/Society: Wild dwarves dwell in jungle trees and caverns, calling themselves "dur Authalar" (the People). They are polygamous and do not form tribes or clans, but live in hunting bands with ever-shifting membership. Each smaller group carries a large water-bladder and a "talking drum" to call other bands to a "big kill" or warn them of "great danger."

A typical hunting band knows of three or four watering holes, a bathing place, a shaded eating area with a firepit and several lookouts, a sleeping cavern and several sleeping trees hung with nets of interwoven vines. They also know of at least five "refuge-caverns" that run deep into the earth.

Wild dwarves think of themselves as one big family, "dur Authalar." They follow their "talkers" (planners and tacticians, of both sexes, all ages, and all levels), "war leaders" (5th- to 7th-level warriors), "bloods" (experienced warriors of 2nd through 4th level), and "priests" (any level up to and including 10th). Wild dwarves most often worship Thard Harr, but may rarely make offerings to other dwarven deities.

Wild dwarves wear carved bone earrings, bracelets, and necklaces for adornment, reserving mined metal only for use in weapon- and tool-making or barter.

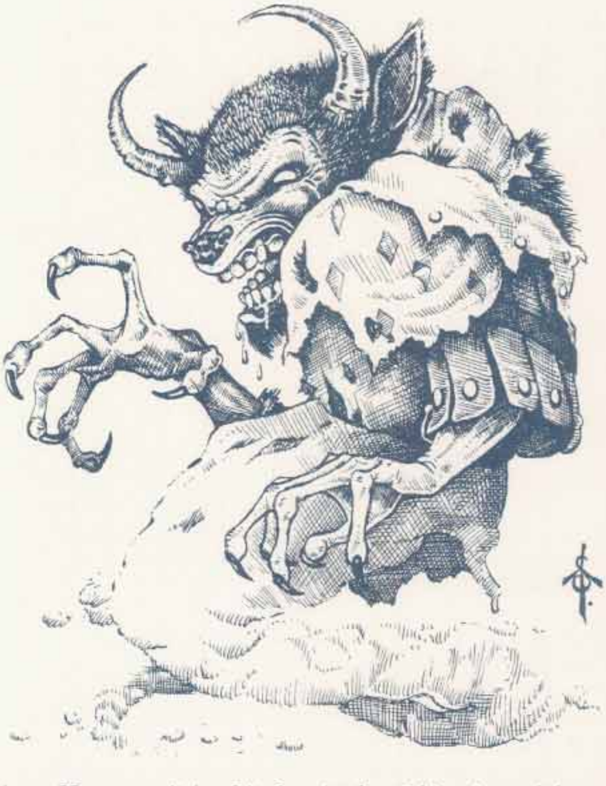
Ecology: Wild dwarves eat certain fruits, berries, roots, leaves, and tree saps, and all manner of insects, worms, jungle birds, reptiles, and animals. Some have been known to eat humans, but they are not cannibals and do not usually eat intelligent beings. They consider most snakes delicacies, and make fermented fruit wines in earthenware jugs.

Wild dwarves mistrust folk of other races, and rarely leave the confines of their hot, shady jungles. On Toril, they are most common in Chult and the nearby lands to the east.

Ekimmu

CLIMATE/TERRAIN:	Wilderness, ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or band
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil (F: 25% chance)
ALIGNMENT:	Any evil

NO. APPEARING:	1 or 1–4
ARMOR CLASS:	–6 or as host
MOVEMENT:	12 or as host
HIT DICE:	8
THAC0:	Nil or as host
NO. OF ATTACKS:	1 or as host
DAMAGE/ATTACK:	Nil or as host
SPECIAL ATTACKS:	Possession
SPECIAL DEFENSES:	invisibility; immune to *sleep, charm, hold, paralysis*, cold-based spells and poison
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000



An ekimmu is an angry undead spirit that was once human. It is created when a human dies far from home and is not given proper burial rites; for this reason an ekimmu hates humans, demihumans, and humanoids, and seeks vengence against the living. An ekimmu appears as a spectral, bull-headed humanoid nearly 10 feet tall, much like a ghostly minotaur.

Combat: The ekimmu may be completely *invisible* before it attacks; in this case its presence will be felt as a ghastly wind carrying the charnel stench of the grave, and its presence may be detected as a malevolent and brooding evil.

The ekimmu does not attack directly. Instead, it seeks to take over the body of a character. The potential host is allowed a saving throw vs. spell to avoid the attack. If the saving throw is successful, then that ekimmu cannot try to take over that character again during the encounter. It might try to take over some other character.

If the character fails the saving throw, then the ekimmu uses the host body to wreak havoc on all other intelligent living creatures in the area, attacking exactly as if it were the controlled character. In its fury, the semi-intelligent ekimmu is unlikely to use spells memorized by a spell-casting host; physical attacks are most likely. The ekimmu attacks furiously with no care whatsoever for the host body. Should the host be slain, the ekimmu will leave the host and take over another. In its natural form, the ekimmu has no physical attacks, but its wispy substance gives it an unnaturally low Armor Class.

While in a host, the ekimmu has the host's Armor Class, taking one point of damage itself for every two points of damage inflicted on the host. Should the ekimmu be reduced to 0 hit points, it is forced out of the host and dissipated, and the host (if alive) returns to normal. The ekimmu will continue attacking until all characters are slain, all characters have saved against its attack, or until it is driven out or dissipated.

The ekimmu gives its host many of its undead powers: immunity to *sleep, charm, hold, paralysis*, cold-based spells and poison. However, it (and its host) takes 2d4 points of damage from a vial of holy water. A *protection from evil* spell will block its possession attack. A *dispel evil* exorcises it from its host and gives the host immunity as if a successful saving throw had been made. A *holy word* immediately exorcises all ekimmu in its area and drives them away, ending the encounter.

If the characters can find the remains of the ekimmu and give it a proper burial, the ekimmu will dissipate, abandoning any host it controls.

An ekimmu outside a host body can be turned as a vampire. *Note:* A group of ekimmu can be especially deadly, since each ekimmu can attack each character in the group. The DM should exercise special care when preparing an encounter with multiple ekimmu.

Habitat/Society: Ekimmu are most likely to be found in wilderness areas where no one has found their remains and given them proper funeral rites. Ruins and isolated caverns are among their most common haunts.

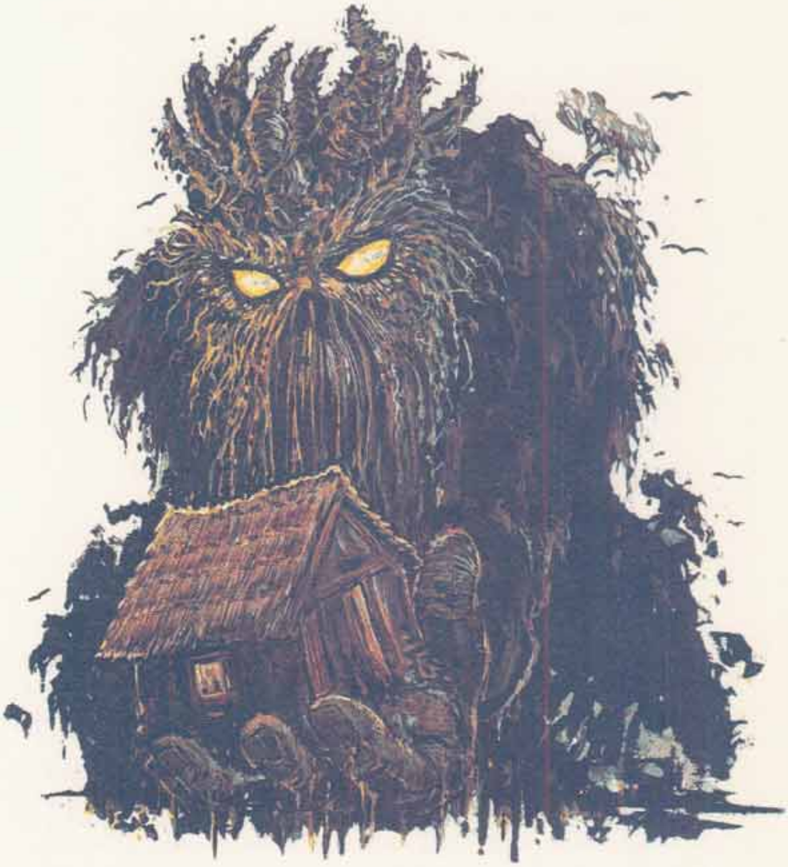
Ekimmu usually remain close to the spot they died, but are not bound to it; many roam at will. A wandering ekimmu usually returns to the site of its death every few days. Seeing its unburied remains again rekindles its anger and hatred.

Ekimmu are solitary, but sometimes form bands to better vent their hatred. Bands are most likely when the individuals died in the same place at the same time.

Ecology: Ekimmu try to destroy any intelligent life that they encounter. As long as its remains are unburied, a dissipated ekimmu will eventually reform, though this may take some days or weeks.

Elemental, Nature

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5d10/5d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration, immune to *protection from evil*
MAGIC RESISTANCE:	Nil
SIZE:	G (35'+ tall)
MORALE:	Fearless (20)
XP VALUE:	15,000



The nature elemental is composed of earth, fire, water, and air, as well as the force that some sages call the fifth element, spirit, or life. The nature elemental is one of the most powerful of elemental beings.

Upon being summoned, the nature elemental takes on a roughly humanoid appearance. It is gigantic, and easily attains heights of 35 or more feet. It looks like a walking humanoid composed of the natural materials of the location into which it is summoned. Generally, the elemental appears as an earthen form covered in sod and shrubs, with small rivulets running over its body in defiance of gravity, and small animals moving over it. A nature elemental does not speak and is summoned for one task only: to return a certain area to an uncultivated state. Things such as villages, buildings, and even human and humanoid creatures are destroyed by the elemental in the process of performing its duty. Even the smallest grass hut is not above the notice of the elemental. The only persons immune to the elemental's fury are the caster of the summoning spell and up to 10 people per caster level within a 100-yard radius, designated by the summoner upon executing the spell.

Combat: Fighting a nature elemental is extremely difficult. Most people would prefer to avoid one rather than confront it. To kill a nature elemental, one must deal damage in one round equal to the creature's total hit points; otherwise, it regenerates all damage it has sustained at the end of the round. If the elemental is somehow separated from contact with its surrounding environment (including air), it cannot regenerate. However, the circumstances that would isolate it in this manner are extremely hard to generate (place it magically in a vacuum, tug it into wildspace, etc.).

If confronted, the massive fists of the elemental strike twice per round for 5d10 points of damage. The creature has the equivalent of titan strength (Strength 25). Magical items the creature moves across (not simply magical weapons used to attack it) must make a saving throw vs. disintegration or be restructured into the new environment and destroyed. The elemental never tires, but will disperse after its 1-mile area is "renovated" or 24 hours have elapsed.

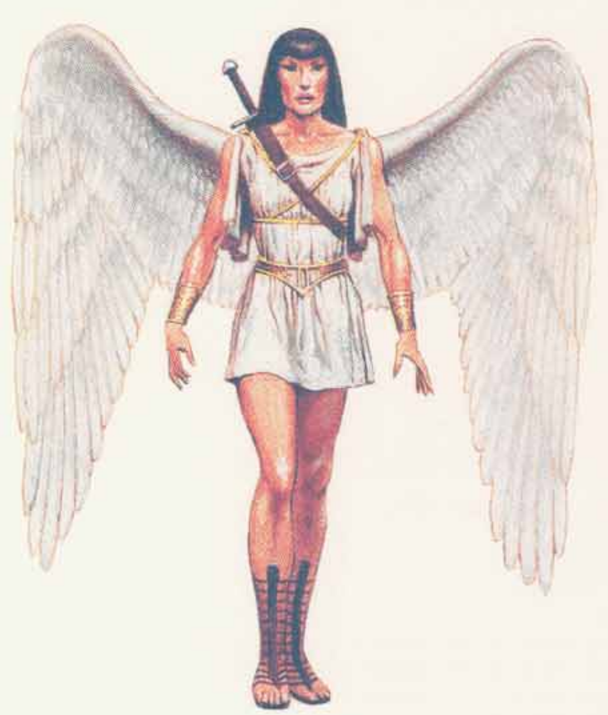
Habitat/Society: The origin of this elemental is a mystery, since its exact home plane of existence is unknown. Likewise, the details of its life are unknown; it is not native to the Prime Plane, nor does it remain more than 24 hours after its summoning spell is cast. Some theorize that a nature elemental is actually a minor avatar of a nature deity. Most sages hold to this for lack of a better explanation.

Ecology: The nature elemental actually restructures its immediate environment. New plants grow to a mature state in its wake almost immediately, animals are attracted overnight to the location, water sources are purified, and signs of destruction, cultivation, and civilized habitation or influence disappear.

On Toril, the nature elemental is a being whose origins date back to the height of Netheril, and adventurers can find the spell to summon one only in libraries and tombs dating back more than 2,000 years.

Elf, Winged (Avariel)

CLIMATE/TERRAIN:	Temperate to subtropical mountains, forests
FREQUENCY:	Rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra- (14–20)
TREASURE:	N (G, S, T)
ALIGNMENT:	Neutral or chaotic good
NO. APPEARING:	5–20
ARMOR CLASS:	8 (10)
MOVEMENT:	9, Fl 18 (C)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 with lasso, bolo, or sword, wing buffet
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'+ tall)
MORALE:	Champion (15)
XP VALUE:	650



The winged elves, or *avariel*, are a rare race of reclusive elves who dwell high in mountains or forests, away from other civilizations. They appear even more delicate than their landbound brethren; their facial features are even more chiseled and angular. Their most stunning characteristic, however, is their beautiful, soft wings. Although their wings are generally white, avariel have been seen with wings whose colors range to black. The wings are their pride and joy, and an avariel who has lost his wings is intensely pitied by the others. Since elves do not generally accept the pity of others, a wingless avariel often leaves the community to find a life elsewhere.

Avariel eyes tend to be a little larger than most elves', although they are the same colors that most grey elves and high elves possess. Their hair is most often white or black, but there have been numerous exceptions. The avariel have a tendency to adopt a far-off look in their eyes when their immediate attention is not required. They are very much at home in the outdoors, and they appear out of place indoors or underground.

Avariel clothing is most reminiscent of togas, for other types of clothing often snag on their wings. Togas and their like wrap easily around the avariel's body and wings.

Combat: To those not bred to aerial combat, the avariel are a confusing opponent. While most humanoids tend to think two-dimensionally in combat, the avariel think in a third dimension, which they utilize to devastating effect.

They have incredible eyesight. Not only do they have the standard elven infravision, when flying or outdoors they can focus their vision to notice details at over a mile away or those obscured by underlying forest. They use this perception to maximum advantage and thus are excellent scouts.

From a distance, avariel in flight appear as large birds. Thus, while opponents may notice their silhouettes, they usually disregard them. This has more than once resulted in the nearly total elimination of enemy forces. Since the avariel are efficient hunters, they ruthlessly stalk those who have escaped the battlefield, more often than not finding and destroying those who would report their presence.

In combat, avariel prefer to use light weapons, for heavier ones inhibit their flight. The lasso, bola, and sword are their weapons of choice, and they gain a +1 to hit when using these weapons. Note that the momentum generated by any sword longer than a long sword interferes with flying. For this reason, they use bastard swords and two-handed swords only in foot combat, and do not gain the +1 bonus with them. Avariel, unlike other elves, have a difficult time using ordinary bows. Their wings interfere with the smooth movements required to fire a bow, and they therefore do not gain the +1 bonus other elves have when using bows.

The strength of the avariel is also their downfall. If they lose more than 50% of their hit points in damage, they become too weak to fly and must continue their battle on the ground. Until they lose 75% of their hit points, they can glide for short distances. They can also jump to a height of 10 feet.

Their wings are susceptible to fire, and burn quickly once set ablaze. Only several weeks of recuperation will restore fire-damaged wings to flying condition. A favorite tactic of some enemies is to launch a *fireball* into the midst of a group of high-flying avariel and watch them plummet to their deaths. Because of this, avariel are highly suspicious of fire-using mages and will never fully trust these individuals, even if they are elves.

Another weakness of the avariel is claustrophobia. They cannot bear to be in closed places, most especially under the earth. If confined in such a space, avariel must make a Wisdom check every day they are confined. Failure spells temporary insanity; the avariel will become violent, catatonic, or panicked until he or she reaches open air. If more than four Wisdom checks are failed, the insanity is permanent until countered by a *heal* spell or the equivalent.

Winged elves can carry a mass equal to their own body weight before their wings will not support them. If they carry more than light encumbrance, their maneuverability becomes Class D.

Avariel can become fighters (not rangers or paladins), mages, and clerics, as well as the multi-class combinations available to these three. There are no recorded instances of avariel rogues. For every five avariel in a group, there will be a fighter of at least 3rd level. For every 10, there will be a mage of level equal to the fighter. Groups of 20 will be led by a multi-class 7th-level fighter/7th-level mage, as well as a fighter of 6th level, a mage of 5th level, and a cleric of 6th level, in addition to the exceptional individuals in the four groups of 5 and two groups of 10.

Habitat/Society: In some areas, avariel are known as "Al Karak Elam," and non-elf races have built mythologies around them. Occasionally certain mischievous avariel have contacted humans, pretending to be agents of a higher power. The older avariel object because it leads humans to search for them, but this ban has not yet stopped any of the younger winged elves. However, as the avariel become more common, instances of this activity have lessened dramatically.

As among other elves, the avariel have adapted to their environments. There is no exclusion based on gender; females often hold as many, if not more, positions of power within an avariel community.

Two types of avariel society are especially common, no matter what the environment. Both draw on aspects of the elven heritage to the exclusion of others. However, the two types of society are never found far from one another, so that they may more easily communicate.

Many of the avariel have bred themselves for combat. Much of this avariel society is based on a warrior code of honor, seeking greater glory for themselves and their allies. Their lives are geared to war and battle, and they answer to their war chiefs. These avariel are the most feared by the humanoid nations, for they are a deadly foe. They have little of the respect of landbound elves for the lives of others; instead they live for the fight and for the destruction of their opponents. They are a proud, hearty group, and form eternal friendships with those who earn their trust. Though they care little for the lives of their enemies, they try to live theirs to the fullest.

The other half of avariel society knows little of war. These avariel focus mainly on the arts and the intellectual aspects of life. Where the other avariel make much of war and warrior ritual, these avariel rely on their brains and diplomatic ability. They are a population of artists and philosophers, creating for the sheer joy of creation.

The relations between the two halves of avariel community are perfectly harmonious, and they stay in constant communication. Both respect the other greatly, often trading their youths in cultural exchange programs. Since their children are often curious about the other aspect of their culture, they are given the chance to participate in that feature for a time, leading to a well-balanced elf. Strangely, after experiencing the other side of life for a few decades, most avariel are eager to return to their original homes and lead the lives to which they were born.

Of course, there are more than just these two avariel societies; these are just the most common. There are others that have a more equal footing between the aspects of their society, others that are better balanced. However, none of these seems to have flourished so well as the warrior/thinker combination. These two have somehow achieved a harmony that makes their civilizations greater than others. The creative and destructive impulses, when paired, make the avariel a formidable opponent.

The avariel are a particularly religious sect of elves, although they are not fanatical about promoting their beliefs. They worship Aerdrie Faenya, the elven goddess of air and weather, almost exclusively. They believe that it is due to her intervention that they are able to survive at all, and they make their obeisance to her accordingly. They also believe that she takes a more direct hand in their lives than the gods of other elves. Her worship keeps the warrior avariel from becoming enamored of law, thus remaining elves at heart.

The weapons carried by avariel are usually of glass or obsidian, as the open forges used by other races to shape metal can singe their wingfeathers. Avariel use closed furnaces to shape glass into workable, durable weapons. Avariel glassmiths are master crafters. Any metal weapons that the avariel have are the result of trade with other races or other elves. Glass weapons designed by avariel may occasionally break in combat. (On a natural roll of 20, roll 1d6; the weapon shatters on a roll of 1–3.)

Ecology: No one knows whether the avariel are a natural offshoot of the elven race or the result of powerful magics. Some claim the avariel are the original elves and that the other elves have fallen from this high state. Most, however, maintain that the avariel are the result of magic that combined elves with their beloved giant eagles.

The avariel keep in contact with other elves, but the winged elves tend to be somewhat above the affairs of the world. Nothing concerns them overmuch, unless it impinges upon them. They usually try to avoid contact with other races, despite the fact that some avariel insist on seeing the world.

Avariel do not lay eggs, contrary to popular speculation. Like birds, they have hollow bones, making them more fragile than the typical elf. Without hollow bones, they could not fly. Even so, flying causes some discomfort because it is strenuous exercise to keep so much weight aloft. However, the pain is a minor inconvenience, for the sheer joy of flying is so intoxicating. Each hour of flight, the avariel must make a successful Constitution check. Those who fail cannot fly for at least half an hour for every two hours of flight prior to the check.

Avariel wings are sought by mages and evil giants. The mages use the wings in creating potions and *wings of flying*, and will often pay huge amounts for any brought to them. The giants, on the other hand, use the avariel's wings as decorations for headgear. They think it looks particularly fine to have a beautiful pair of wings on their war helmets.

Avariel do not remain in the world as long as most elves. Their typical span is only 300 years because they feel the call of the unknown so much more clearly than other elves. Thus, they tend to act more human than other elves because they know that they have less time than other elves. They take things more seriously and try to fit in as much living as possible. They are not as frantic as humans, but they do try to accomplish many things before their departure.

Fish

	Floating Eye	Hetfish	Masher	Verme
CLIMATE/TERRAIN:	Any ocean	Any water	Tropical coral reef	Any large river
FREQUENCY:	Rare	Uncommon	Uncommon	Very rare
ORGANIZATION:	School	Den	School	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Carnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5)	Non- (0)	Animal (1)
TREASURE:	Nil	Nil (Q×3)	Nil	Incidental (see below)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–12	20–70	2–8	1
ARMOR CLASS:	9	5	7	3/8 (head/body)
MOVEMENT:	Sw 30	Sw 12	Sw 9	3, Sw 18
HIT DICE:	1–4 hp	1–3	8	18+18
THAC0:	20	1–2 HD: 19 3 HD: 17	13	5
NO. OF ATTACKS:	Special only	1	1	1
DAMAGE/ATTACK:	Nil	1	5d4	7d4
SPECIAL ATTACKS:	Hypnotism	Heat	Nil	Swallow whole
SPECIAL DEFENSES:	Nil	Nil	Poison spines	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1′ long)	S (1′–3′ long)	H (12′–15′ long)	G (50′–80′ long)
MORALE:	Unsteady (5)	Unsteady (7)	Average (10)	Champion (15)
XP VALUE:	35	Varies	1,400	14,000

Floating Eye

Floating eyes are one of the undersea wonders, a salt-water fish of very unusual nature. The floating eye has a transparent body, practically invisible in the water, with a single large eye of about three inches in diameter (about the only thing that is readily visible of the fish). The eye is mostly milky white, with a large black pupil. If the pupil is gazed upon, tiny bolts of light appear to streak out from the center every few seconds.

Combat: The floating eye is a poor combatant, but it has a significant effect on its surroundings. Any creature that is within 30 feet and stares into the eye must roll a successful saving throw vs. paralyzation or hang immobile in the water, hypnotized. This is a useful defense for the floating eye. Another good defense is the floating eye's speed, as it is one of the fastest underwater creatures.

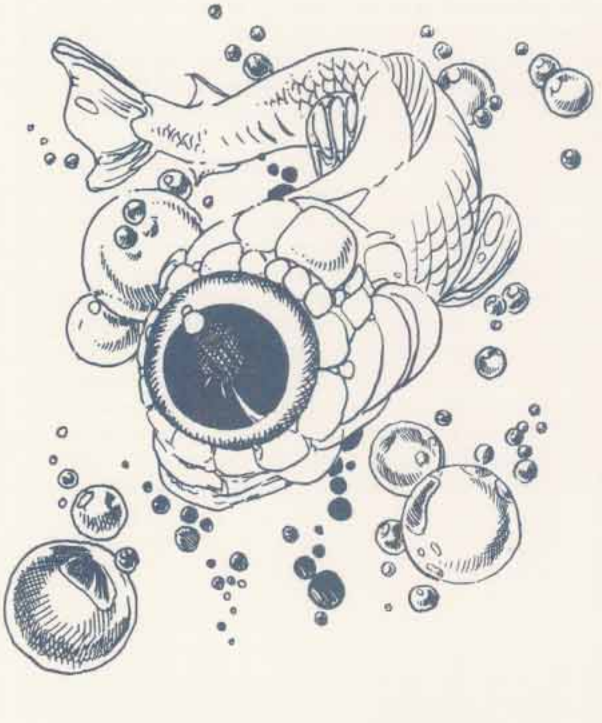
Predatory marine animals, such as piranhas, sharks, or manta rays, have learned to keep close to floating eyes, while avoiding their hypnotic effects. These fish then attack any large prey that is immobilized by the school of floating eyes. The eyes feed upon the scraps that remain.

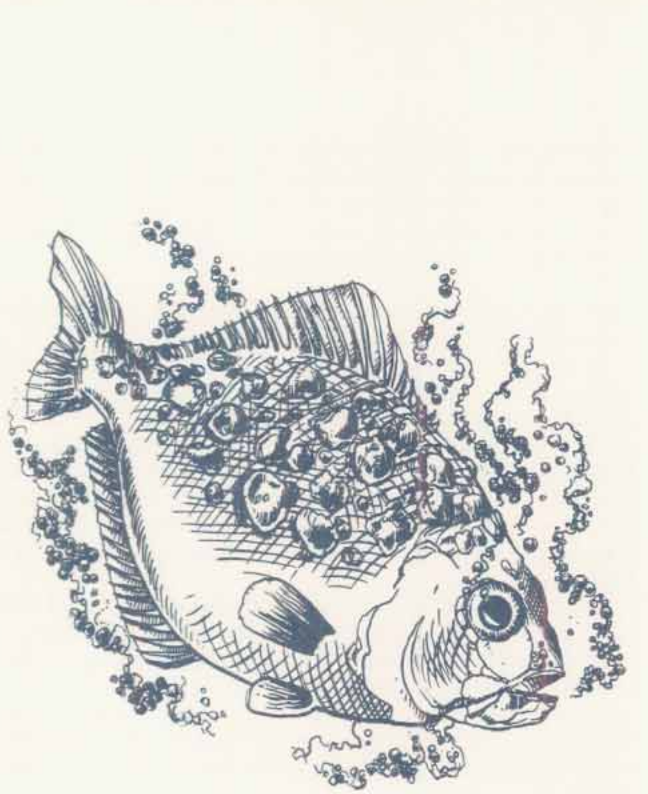
Habitat/Society: Floating eyes silently patrol their oceans, looking for small creatures they can hypnotize and eat. They are mild and non-aggressive, keeping in schools of a dozen or fewer. They abandon their young at birth and if lacking food they will eat the small floating eyes.

Ecology: The floating eye does not have a significantly damaging attack. If it was alone with man-sized prey, it might be able to cause 1 point of damage every ten rounds or so. On the whole, it prefers brine and plankton. However, the symbiotic relationship mentioned above works well, and virtually every pack of floating eyes has a following of predator fish.

Some adventurers have tried to imitate the predators' trick by capturing and carrying floating eyes. But the floating eye loses its magical powers immediately upon death, and there are difficulties with carrying fishbowls into perilous situations.

Alchemists have for many years sought floating eyes. Most are certain that the eye is useful as an ingredient in some potion or scroll ink, but as yet no specific use has been found.





Hetfish

The hetfish, or *hotfish* as some sailors know it, is another wonder of the undersea world. It is a small (one to three feet long) silver-and-orange fish, whose skin is covered by unseemly bumps and boils. It is found in both fresh and salt water, from arctic climes to boiling hot springs. Its basic body shape resembles that of a piranha, although it has neither the piranha's teeth nor its distinctive underbite.

Combat: Hetfish have super-heated bodies whose temperatures exceed 350 degrees Fahrenheit. This effectively turns the water within several inches of them to steam.

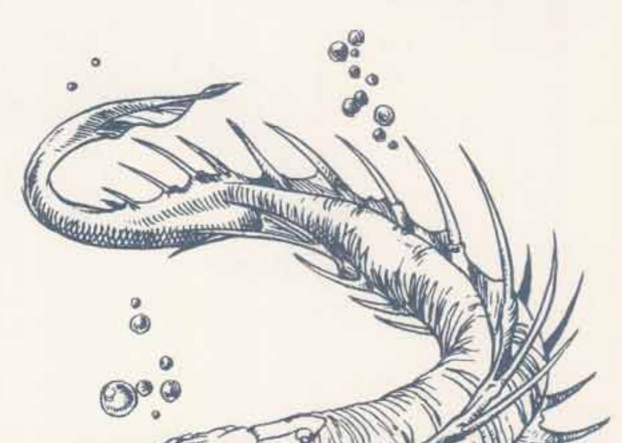
When their den is disturbed, these fish swarm *en masse* to meet the intruder. Each hetfish has as many Hit Dice as feet in length (one to three), and the entire den bumps or rams the intruders, doing 1 point of damage per fish. Hetfish have been known to continue these attacks indefinitely, long after the target has been boiled to bone.

Even if a victim cannot be touched directly, he can be injured by merely remaining in the vicinity of hetfish for too long. Every round a creature swims within 20 feet of a den of hetfish, it suffers 2 points of damage from the hot water.

Hetfish are possessed of a simple intelligence; they are attracted to bright, shiny things, particularly gemstones. A hetfish coral den, when broken open, contains one gemstone for each fish, with a base value of 10 gp. Some hetfish communities have learned that ships often carry such pretty things, and they try to ram ships and sink them for treasure. Wooden ships sustain 1 point of hull damage per 15 Hit Dice of hetfish attacking, per round.

Habitat/Society: Hetfish live in large communal dens. They are about as intelligent as bright dogs, or particularly dull gnolls. They have nothing resembling a language. They seem content to swim about and patrol a territory that is 50 feet in radius per hetfish in the den. Any creature entering this area is considered fair prey by the fish, regardless of its size or ferocity. There are very few creatures that can endure 30–40 points of damage each round, and thus there are very few creatures that live in the hetfish's territory.

Ecology: It seems that the hetfish requires a steam environment for respiration, as it is unable to breathe water. How it continues to buoy itself up in the water is just one of the hetfish's mysteries. However, because of its heat-producing powers, the hetfish's greatest threats are civilized races. Underwater races, such as the tritons, hunt hetfish ruthlessly, as the super-heated fish are an environmental hazard in any but the hottest natural springs. Surface dwellers hunt hetfish as well, not merely for the gemstones the fish collect or to guard against hetfish sinking more boats. Alive, the animals are worth 10d10 gp apiece to alchemists and sages, for no one has yet learned the secret of the hetfish's strange properties, which resemble those of the remorhaz.



Masher

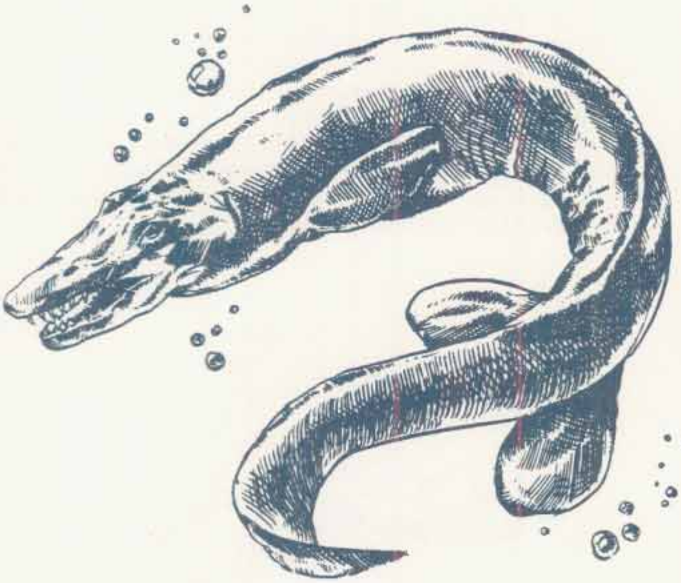
The masher, or *coral masher*, still another wonder of the undersea world, is a large, worm-like fish that moves slowly along coral reefs, crushing and digesting the coral. A masher is longer than most humanoid races are tall, and it is colored a rusty red with two bright blue dorsal ridges.

The coral masher is not an aggressive creature, but it is easily surprised. If it feels threatened, it attacks in self-defense.

Each of its dorsal ridges carries two to four spines, each four feet long or longer, and each able to secrete a virulent poison. When threatened, the masher flares these ridges, keeping enemies at bay. Any attacker must either use a weapon with a thrusting tip at least six feet from the hand, or be struck with a spine (requiring a successful saving throw vs. poison to prevent death after one turn; a successful saving throw indicates no damage).

Some adventurers have spread rumors that the coral masher can be successfully attacked by positioning oneself directly in front of or beneath the creature. This is poor advice; the masher can maneuver much faster than humanoid attackers, and it can twist or roll to injure its attackers.

The masher's poison is very complex; no known antidote exists, save such spells as *neutralize poison*. For this reason, the coral masher is harassed now and again for its venom.



Verme

The verme is the largest of fish, yet another wonder of the undersea world. It resembles a giant catfish, except that it has large, thick, slime-covered scales and hundreds of long, needle-like teeth. It is yellow along its belly, with its flanks dark brown shading to a mottled green-and-brown back.

Although the verme is gigantically long, it is flattish along its belly, and wider than it is high. This enables it to lurk on the bottom and swim in reasonably shallow rivers.

The verme is a voracious carnivore, eating two tons of meat each day to sustain itself. Should a character attempt a *speak with animals* spell on a verme, the fish will express no surprise that it is being spoken to. Indeed, it will only grow irritated that someone is keeping it from eating its fill.

Combat: A verme's head is covered with a thick bone plate, giving it an Armor Class of 3. The body is AC 8.

A verme swallows any opponent under 12 feet tall should it score a hit. It tries to swallow those characters who are attacking its head before maneuvering to reach those beating on its sides. The victim suffers 3d8+4 points of damage upon being swallowed, and an additional 2d8 points of acid damage each round thereafter. No matter how many points of damage a creature inside a verme has suffered, it dies in six rounds and dissolves. A verme is AC 10 when attacked from the inside.

The monster fish is able to upset almost any boat and ships of up to small galley size when hungry and seeking food.

Its thick, slime-covered scales make edged weapons almost useless. Such attacks inflict only 1 point of damage each blow. Fire-based attacks inflict half damage, unless an attack strikes the inside of the mouth or somewhere internally. In the latter case, the damage is enhanced, gaining a +1 bonus per die of damage.

Habitat/Society: Verme usually inhabit great rivers, but sometimes venture into saltwater. Regardless of the locale, it prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else.

Because verme can swallow prey whole, even animals the size of water buffaloes, their stomachs might contain metallic items or other indigestible material.

Ecology: A verme spells ecological disaster for whatever area it settles in. It can scour rivers clean of fish, or rid swamps of all water-borne life. Verme have destroyed the economies of entire city-states just by roaming the waters upriver. A verme appearing in a city's waterways is a frightening prospect.

Adventuring parties occasionally hunt verme for their dorsal scales, which can be powdered and used as one ingredient in the ink for a *shield* spell. The scales from one verme can supply enough material for several dozen spells.

Fish, Subterranean

	Wattley	Lemon Fish	Irridescent Plecoe
CLIMATE/TERRAIN:	Underground pools, streams, and rivers		
FREQUENCY:	Rare	Uncommon	Very rare
ORGANIZATION:	School	Solitary	School
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Semi- (2–4)	Non- (0)	Animal (1)
TREASURE:	Special	Nil	Special
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	10–40	1–3	10–100
ARMOR CLASS:	8	6	9
MOVEMENT:	Sw 18	Sw 24	Sw 12
HIT DICE:	1	4 to 9	1–1
THAC0:	19	4 HD: 17 5–6 HD: 15 7–8 HD: 13 9 HD: 11	20
NO. OF ATTACKS:	1 + paralysis	2 (bite/tail)	1 + disease
DAMAGE/ATTACK:	1d2	4–6 HD: 2d4/4–6 hp + poison 7–8 HD: 2d6/7–8 hp + poison 9 HD: 2d8/ 9 hp + poison	1 hp
SPECIAL ATTACKS:	Paralysis	Poison	Disease
SPECIAL DEFENSES:	Nil	Stun cloud	Nil
MAGIC RESISTANCE:	Nil	40%	Nil
SIZE:	T (6″–1′ long)	S-M (2′–6′ long)	T (6″–2′ long)
MORALE:	Steady (11)	Steady (11)	Elite (13)
XP VALUE:	35	4 HD: 270 5–6 HD: 420 7–8 HD: 975 9 HD: 1,400	35

Although many fish species are unique to subterranean fresh waters, three varieties in particular pose problems to creatures that pass through Undermountain's waterways: they are the wattley, the lemon fish, and the iridescent plecos. These fish are found in bodies of water where luminous lichen or other sources provide a setting that approximates natural lighting. They particularly thrive in the underground caverns of Undermountain where the forest streams of Wyllowwood and the River Sargauth flow.

While not as vicious as barracuda or piranha, these fish are carnivorous and enjoy the taste of flesh, attacking creatures of rat size and larger (even larger than themselves) when they are hungry. They can subside on creatures smaller than that but they must eat a large amount to provide a good meal. The fish are docile and nearly harmless if they have fed recently.

Wattley

Perhaps the most beautiful of the subterranean fish, wattleys are oval-shaped, looking like near-circles with sharp, tiny teeth and lacy fins. The fish are from one to three inches thick. Brilliant stripes cover their bodies, and have caused sages to believe there are several varieties of wattleys. Green-, blue-, and brown-striped fish have been caught, and rare solid blue and green wattleys have been seen.

These are clearly the most intelligent of the subterranean fish. In schools led by a single fish, usually the largest and oldest (delivering 1–4 points of biting damage because of its size), they congregate in groups of 10 to 40 where they will be safer from predators. At night, schools come together in larger groups for even greater protection, sometimes numbering as many as 300 fish altogether.

Wattleys are voracious, consuming at least their weight in food every three days. The bite of a wattley contains a paralytic venom. All creatures of 2 Hit Dice or fewer are automatically paralyzed if bitten by one of these fish. Creatures of greater Hit Dice must make a successful saving throw vs. poison or fall unconscious for 3d6 rounds, minus a number of rounds equal to their Hit Dice. A saving throw must be made for each bite. An entire school hunts, using their paralytic bites to bring down large prey so all members can feed.

Unsuspecting adventurers wading through underground rivers and streams have found themselves floating helpless in the water after a single bite from these fish. Creatures not able to breathe water often drown before the paralysis wears off. Wattleys mate for life, and each pair produces 10–100 eggs every three months, with 10d4 surviving to reach maturity.

Despite the danger, wattleys are hunted by humans and demihumans traveling underground. These hunters throw small animals and fresh meat into water inhabited by the fish. When the fish eat and become sated, the fishermen wade into the water and net as many fish as possible before they flee. The flesh of wattleys is delicious, and their organs, properly prepared, can be used in the creation of paralytic poisons and salves. In addition, their scales are used to decorate clothing and jewelry. Live wattleys can be sold for 2–12 gp apiece (depending on size and coloration) to wealthy surface dwellers who stock the fish in ponds and indoor tanks. In captivity, wattleys live 2–8 years, opposed to 15 years in their normal habitat. Wattley eggs are delicacies, commanding as much as 1,600 gp per pound (roughly 800 eggs).

Wattleys' major predators include drow and duergar (who use the fish as a source of food and poison), and lemon fish, which prey upon the smaller schools. The fish are also prized because of the treasure sometimes found inside. The wattleys are drawn to shiny objects, and larger specimens can swallow pearls, small gems, and other tiny valuables. The objects become lodged inside the fish, and the fish must be gutted to retrieve any valuables. Only one in 20 fish (1 on 1d20 roll) has swallowed some small thing of value (DM's choice).

Lemon Fish

Named for the bright yellow scales that cover much of their bodies, lemon fish are among the most vicious predators in subterranean fresh waters. They vary widely in size, with adults ranging from 2 feet to 6 feet long. Unlike other fish, the size of a lemon fish is not indicative of its age. The strongest of the fish feed more often, and therefore grow to become stronger still and vastly more dangerous.

Lemon fish are pleasing to the eye. Those looking through the water at them have said they resemble living gold pieces. The dorsal fin, tipped with black like all the others, resembles that of a shark when it breaks the surface of the water. The tail is covered with yellow and black barbs, with a thin spike extending up to 2 feet beyond the tail. Its eyes are black saucers that close when the fish moves forward for a kill. The damage of a lemon fish's bite is proportionate to its size, the largest inflicting 2–16 (2d8) points of damage with its double rows of teeth.

Regardless of its size, the lemon fish is able to attack twice per round: a vicious bite and a tail slap that causes points of damage equal to the fish's Hit Dice. For example, a 7 HD lemon fish has a tail slap that inflicts 7 points of damage each time it hits. The damage is caused by the needlelike spike and the barbs. Those struck by the tail must save vs. poison or suffer 1d6 points of damage per round for as many subsequent rounds as the fish has Hit Dice (an attack by a 7 HD lemon fish causes 7 points of tail slap damage plus 7d6 points of poison damage across 7 rounds).

Lemon fish also possess a special defense that comes into play when the fish's body is punctured. The injured fish instinctively releases a filmy liquid that expands into a sphere twice the diameter of the fish's length (*e.g.*, a 2-foot fish creates a 4-foot spherical area of effect). Those caught in the sphere must save vs. poison at –4 or be stunned for 1d4 rounds, often allowing the bleeding fish to flee. If other lemon fish are swimming with the injured one, they usually attack the stunned creature, since they are immune to their own poisons.

Lemon fish are usually solitary, and never more than three are found together. Generally, these fish are of 7 HD or fewer. The largest of the fish always hunts alone.

The flesh of a lemon fish is tough and generally inedible, though the organs of the fish are tasty and prized by duergar and drow. The fish's toxicity is lost after its death, so consuming the animal poses no threat. Lemon fish lay eggs up to four times a year, with each yielding 100–600 eggs. Only ten out of 100 young survive to reach adulthood. The eggs of the lemon fish are edible and command up to 400 gp a pound, (roughly 600 eggs).

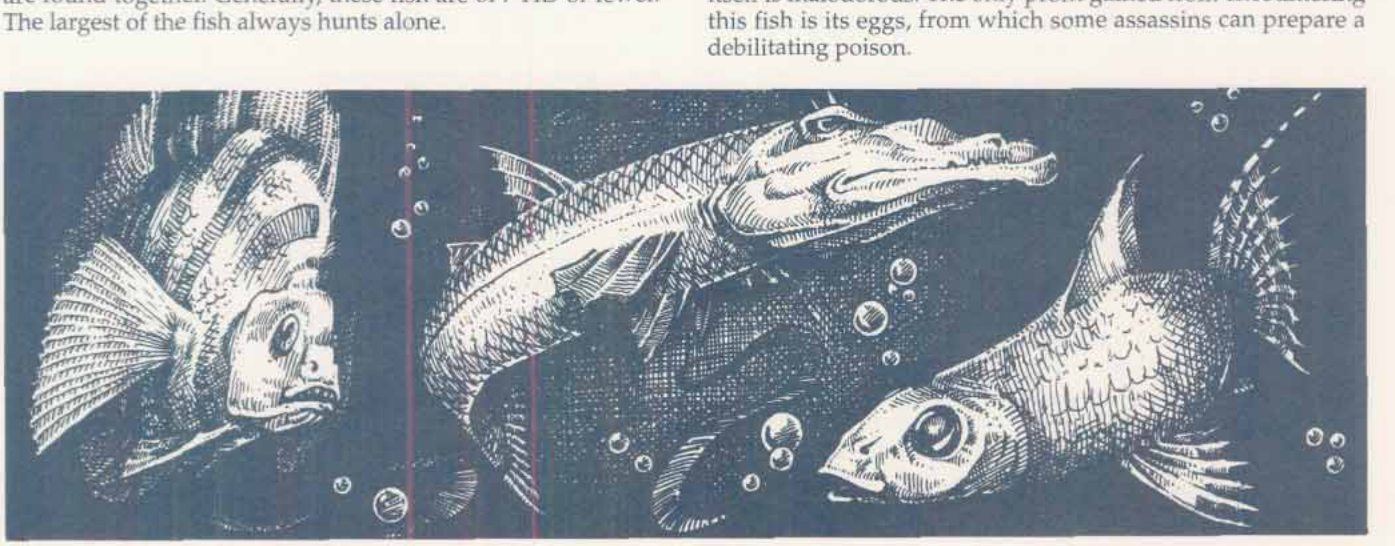
Iridescent Plecos

These beautiful fish are shaped similarly to barracudas, their long, tapered bodies covered with shimmering scales; their graceful movement along the bottoms of shallow streams and ponds reminds onlookers of long streams of sparkling diamonds. They are often found in schools of 10 to 100, though some fishermen claim to have spotted larger schools. Their diamondlike scales lure many humans and demihumans into the water to catch the fish, though few of these return.

Iridescent plecos range from 6 inches to 2 feet long and can be quite deadly. The fishes' teeth are little more than a dull bony ridge; the bite of a pleco inflicts no damage, regardless of its size, as it uses its mouth to hold its prey. However, under each pleco's chin are spiked barbels: whiskerlike tendrils. On a successful bite, the barbels pierce the victim's skin around the bite, inflicting 1 hit point of damage and injecting a violent venom. Creatures injected with pleco venom save vs. poison with a –4 penalty. Those who are successful suffer no ill effects. Creatures failing the save suffer a debilitating disease that sets in within two hours. An affected character loses 1 point of Strength and Constitution each per day until death (when one of the scores reaches 0). The disease can be cured up to 72 hours after injection; after that time, the damage is irreversible and fatal. Victims with the venom in their system for more than three days literally wither away.

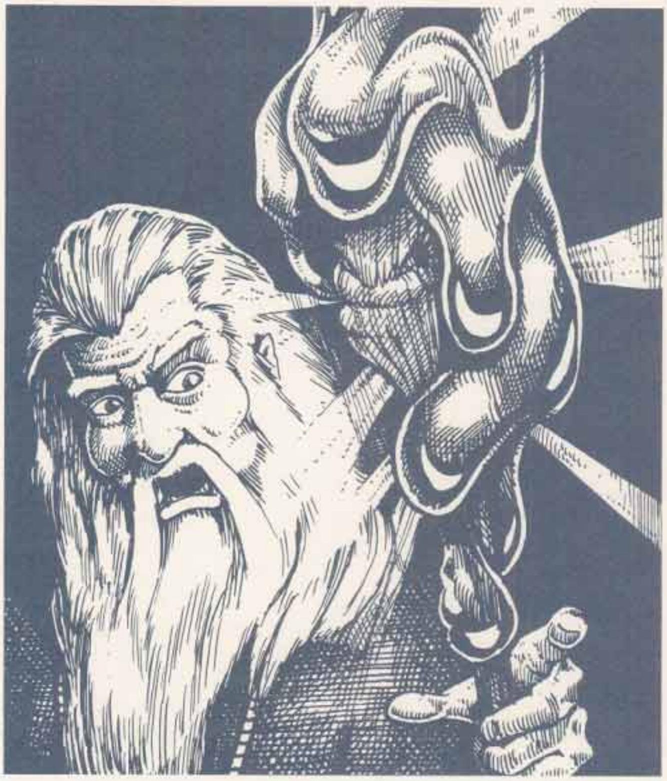
Iridescent plecos are non-aggressive. They attack primarily in self-defense, such as if stepped on or if a creature is trying to catch them. Bottom feeders, the fish scavenge rotting flesh and plants and objects thrown into the water; they do not go after live prey. Ofttimes their food is tainted or rotten, making their flesh inedible. Some believe this is also what causes their venom to be so potent and virulent.

Iridescent plecos have few predators. Humans and demihumans have tried to preserve their glistening, gemlike skins to no avail; the lustre leaves the skins upon death, and the fish itself is malodorous. The only profit gained from encountering this fish is its eggs, from which some assassins can prepare a debilitating poison.



Flareater

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	6 to 12 (see below)
THAC0:	6 HD: 15 (7 HD: 13; 9 HD: 11; 11 HD: 9)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Surprise, dissolve, HD growth
SPECIAL DEFENSES:	Immune to heat and flame
MAGIC RESISTANCE:	Special
SIZE:	M (6′ wide)
MORALE:	Elite (13–14)
XP VALUE:	1,400–2,400



Flareaters, some of the most deadly underground denizens, appear to be related to green slime—they may be green slime altered into new forms and given intelligence by magical experiments. Though actually deep emerald green, flareaters' glossy hides seem almost black in the dark dungeons. A single flareater rarely exceeds 6 feet across, and they are no more than three inches thick. They are unnaturally warm to the touch. Flareaters thrive in damp, subterranean places, where they ooze freely over all surfaces. Intelligent, organized, methodical, and eternally hungry, they ever search for their favorite food source—light.

Its fluid nature allows the creature to move at a surprisingly quick rate compared to other slimes and jellies. Like running water, it can overtake its quarry. Those who witness flareaters say their movement is unnerving, like watching dark, evil water flowing over stone walls.

Flareaters have no verbal language. It is believed they communicate with each other by sending pulsating ripples through their forms.

Combat: Like green slime, flareaters can drop onto their victims; such victims receive a -3 to surprise rolls. However, flareaters might also follow their intended targets, running like water along a cavern floor or ceiling while gauging their foes' strengths and determining the best initial targets.

Flareaters adhere to flesh, and dissolve that flesh into their own systems in 2d8 melee rounds (no saving throw). Flareaters can eat through one inch of metal in 4 melee rounds; magical bonuses delay this process, adding 1 round per magical plus of the metal. They also dissolve one inch of wood in 6 melee rounds, and one inch of leather or leather-like substances in 8 melee rounds, again adding 1 round per magical plus of the material. Unlike green slime, flareaters cannot easily be removed by scraping with metal, wood, or leather scrapers; the creature will attempt to dissolve any such item. Flareaters will flow over a victim, probing weak spots in armor or clothing; they are smart enough to attack bare flesh first, ensuring that other items remain for later consumption.

If a flareater's target is carrying a light source, the creature takes a different combat tactic. The creature moves over a light and drops down on it, smothering the torch or lantern; it is not harmed by flames. For each nonmagical light source a flareater engulfs, it gains 1 Hit Die. Flareaters also devour magical light by moving into the area of effect, absorbing the magical light, and cancelling its effects. Flareaters are immune to damage from all light-, fire-, and heat-related spells, including *fireballs*, *Melf's minute meteors*, *flame strike*, and others. Cold-based spells paralyze them for 2d4 rounds. The following spells aid the creature's growth by 1 Hit Die per spell absorbed or cast at it: *dancing lights*, *glitterdust*, *faerie fire*, and *moonbeam*. *Light*, *continual light*, and *sunray* cause it to grow by 2 Hit Dice. THAC0 adjusts to the creature's current Hit Dice totals.

When the monster reaches 12 Hit Dice, it splits in two, creating two 6 HD creatures. The division process takes 4 full rounds; once the process begins, it cannot be halted. If the original flareater is damaged during this time, simply divide its total hit points between its two offspring.

Habitat/Society: Flareaters exist solely to eat and increase their numbers. They live in damp, underground caverns, though drawn to light for food. Some sages suspect flareaters could evaporate with long exposure to full sunlight, their fluid bodies being better suited for the damp atmosphere and darkness of the caverns.

A maximum of four flareaters might be encountered living together. Flareaters tend to limit their numbers in one area to ensure proper amounts of food for each individual creature.

All flareaters are asexual. They produce by division, like an amoeba, when special conditions are met. This is explained in the Combat section.

Ecology: Wizards have been known to hunt flareaters in the hopes that the creatures' remains (or a live specimen) can be used as components in spells like *create darkness* and *shapechange*, and potions that grant immunity to fire. It is rumored that large colonies of flareaters exist deep underground.

Flumph

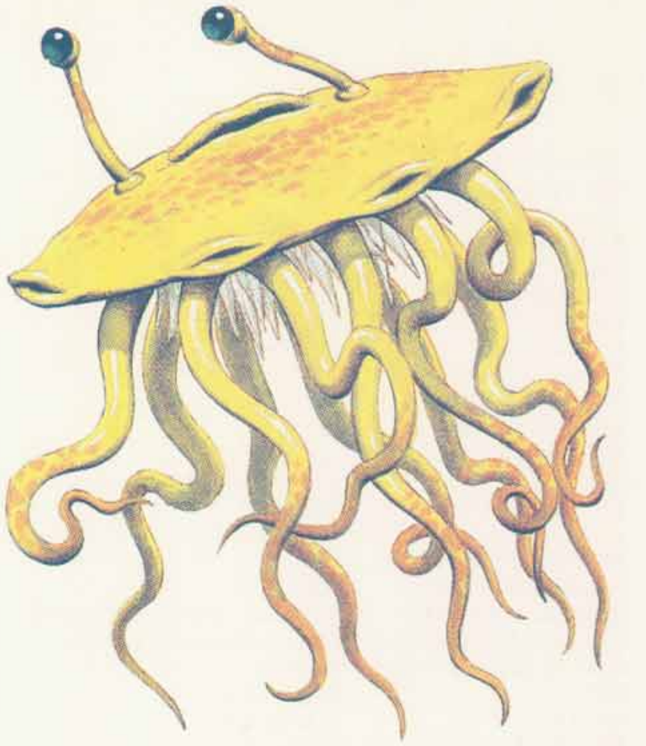
	Common	Monastic
CLIMATE/TERRAIN:	Any dark	Any dark
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Monastic
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	High (13–14)
TREASURE:	Nil	Nil (U)
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2–16	4–32
ARMOR CLASS:	0 (underside 8)	0 (underside 8)
MOVEMENT:	Fl 6 (D)	Fl 6 (D)
HIT DICE:	2	2–5
THAC0:	19	2 HD: 19 3–4 HD: 17 5 HD: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d8	1d6
SPECIAL ATTACKS:	Acid	Acid
SPECIAL DEFENSES:	Foul smell	Foul smell, spells
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2′ diameter)	T (2′ diameter)
MORALE:	Elite (13–14)	Elite (13–14)
XP VALUE:	270	Monk: 650 Prior: 975 or 1,400 Abbot: 3,000

Flumphs resemble aerial jellyfish. These odd creatures are round and almost flat, perhaps three or four inches thick in the center, tapering to one or two inches near the edge. The body is mostly hollow, much like a large cushion. A round orifice sits in the center of the upper surface, flanked by two eyestalks, each about six inches long. Several short tentacles hang from the creature's underside, concealing a mass of small spikes. The tentacles closest to the flumph's rim can be used for fine manipulation of small objects. A common flumph is pure white in color; a monastic flumph is generally a pale yellow or green, with darker tentacles.

A flumph flies by taking in air through the hole on its upper surface, and expelling it through several small holes on its underside. The creature also has several small apertures along its equator, for use in maneuvering. It usually hovers about four to six inches above the ground. Keeping its body aloft does not require great amounts of air. It creates a gentle breeze, and a slight whistling sound can be heard in a quiet area.

Common flumphs cannot communicate vocally, but have a unique sign language that makes use of their tentacles and eyestalks. Some monastic flumphs, perhaps 10%, can speak and understand common or another language.

Combat: The flumph survives by hunting small creatures, such as rats lizards, frogs, and the like. The flumph hovers along just above the ground, or hangs motionless in reeds or similar concealment. When it finds a small creature, it rises a foot or two, then drops onto its prey, its spikes inflicting 1d8 points of damage on a successful attack. In addition, the flumph's tentacles secrete digestive acids into the wounds; the acid causes an additional 1d4 points of damage each round for the next 2d4 rounds. Once the prey is dead, the flumph settles on it and absorbs nutrients through its tentacles. Flumphs often need to pursue their healthier prey for a short distance before the victim dies. The acid can be washed away by complete immersion in a fast-moving stream, or by actively washing with 2d4 gallons of water (simple immersion or rinsing will not work).



If threatened by a larger creature, the flumph usually attempts to drive it away by squirting a foul-smelling liquid from an orifice on its equator, in the front. This can strike anyone in a 60 degree arc before the flumph, within a range of 20 feet. Any creature struck by the noxious liquid must make a successful saving throw vs. poison or become nauseated, reeling and unable to attack for 2–5 rounds. The odor lingers for 1d4 hours, and can be detected up to 100 feet away. If this method of repulsion fails, the flumph can rise to a height of 10 feet and drop onto an opponent, as if hunting.

A flumph is helpless if turned over.

Habitat/Society: The common flumph is a nomadic hunter, intelligent, good-aligned, and peaceful. A flumph reproduces about every two years by budding, producing 1d8 tiny flumphs on its underside. These become independent after about three months when they reach two inches in diameter. They grow to adult size within a month, and live for 20 years.

Ecology: Flumphs are predators low on the food chain, feeding on smaller creatures and clearing their area of vermin. Flumph flesh has a foul taste, and they are generally considered unpalatable, though ogres and some goblinoids will eat them.

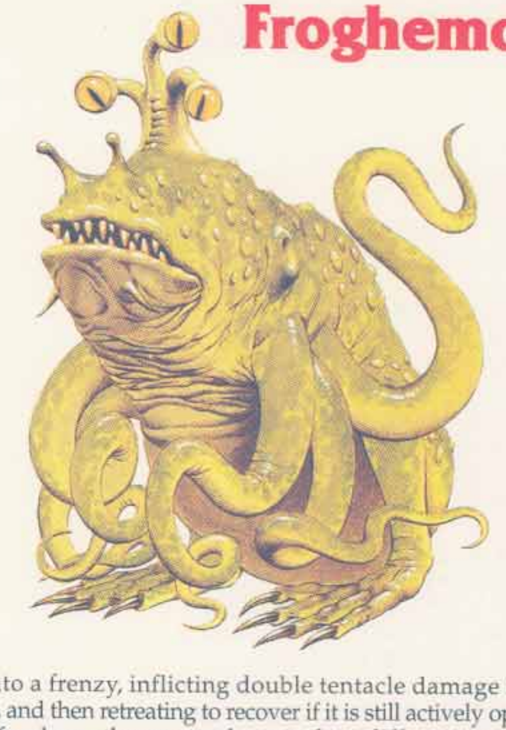
Monastic Flumph: The seldom-seen monastic flumphs are more advanced creatures that can cast spells as if they were clerics of levels equal to their Hit Dice. They gather in cloisters to share knowledge and to worship deities unknown to humanoids. A cloister is usually in a large cavern or (in swamps and grasslands) a large, nest-like bower constructed of grass and mud. The inside of a cloister is decorated with fine, colorful paintings, made by flumphs dabbing natural pigments with their tentacles. The paintings are usually abstract, showing spirals and other curved lines, though some are vaguely representational of flumphs engaged in hunting.

Each cloister is led by an "abbot," a flumph with 5 HD. The abbot is aided by one "prior" per six flumphs in the cloister; a prior has 3 or 4 HD. The remainder of the flumphs are "monks," each with 2 HD. On occasion, a small group of common flumphs can be found near a cloister, bringing food as an offering in return for healing or guidance.

Froghemoth

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4 (tentacles 2, tongue 6)
MOVEMENT:	4 (in swamp), Sw 8
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1 or 4
DAMAGE/ATTACK:	5d10 (bite) or 4× 1d4+4 (tentacle)
SPECIAL ATTACKS:	Swallow, constriction
SPECIAL DEFENSES:	Immune to fire, 1hp/die from electricity (*slows* 1 rnd.), half damage from blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (18′ tall)
MORALE:	Fearless (19)
XP VALUE:	21,000



This giant amphibian horror lurks in the darkest swamps and dankest subterranean pools. The froghemoth's 18-foot-long, 10-foot-wide body is yellow on the belly, shading to a light green on its sides and a mottled green on its back and thick, bowed rear legs. Two tentacles sprout from each shoulder. The tentacles are 15 feet or more long, green on top and yellowish underneath. The creature's nostrils are stalk-like, and its three eyes are housed on a protruding, retractable appendage that can be withdrawn. Its eyes are amber with a green tinge and have vertical slit pupils of bright green edged with orange.

When it is submerged, its tentacles trailing ashore and its eye and nostril stalks at water level, it appears to be nothing more than a plant growth of some sort.

Combat: The froghemoth prefers to float in a swampy area, or crouch amid shielding vegetation in order to ambush prey. The tongue is preferred if the prey is about 10 feet away, while its tentacles are used on more distant prey. If the tongue hits with a natural 19 or 20, the victim is immediately snapped into the froghemoth's mouth and swallowed whole; creatures larger than man-size are bitten instead. Swallowed creatures take 4d4 points of damage per round and become unconscious after two rounds. Any reduced to –10 hit points are digested and gone. Any creature swallowed and still conscious can attack with a short stabbing weapon no longer than a dagger.

If the tongue hits with any other roll, the prey receives a surprise roll. If not surprised, the victim can try to grab an object, like a tree or rope, making a normal attack roll against AC 10 for success. If no solidly anchored object can be grabbed quickly, the prey will be drawn to the froghemoth's gaping jaws and bitten in the same round. If the prey holds onto something (forfeiting any attacks), make Strength checks, using a score of 19 for the froghemoth. The prey must both succeed and roll higher than the froghemoth or be drawn into the gaping mouth. Once in the mouth, the prey takes 5d10 damage per round. Recheck Strength each round until the froghemoth is killed or driven off, or its tongue is severed.

The tongue, when exposed, is AC 6 and can be severed by 12+1d4 points of damage. If the tongue is severed, the froghemoth goes into a frenzy, inflicting double tentacle damage for 2–5 rounds, and then retreating to recover if it is still actively opposed.

The froghemoth can attack up to four different man-sized opponents with its tentacles. Each tentacle inflicts 1d4+4 hit points of constriction damage. Once a creature is hit by a tentacle, the damage is taken each round, unless the tentacle is severed or the creature spends a round pulling free and makes a successful open doors roll. The froghemoth's tentacles are AC 2 and are severed on taking 1d4+18 points of damage.

The creature's body is Armor Class 4. Normal fire inflicts no damage upon the froghemoth, but has a 20% chance of driving the creature back for one round. Exceptionally hot fires (*fireball*) or a *burning hands* spell of 10 points or better inflict half damage. Lightning inflicts 1 point per die of damage and *slows* the froghemoth for one round.

A froghemoth will pursue fleeing prey onto dry land, but only for two or three rounds, then will return to its home waters. A severed tongue or tentacle regrows in 2–5 weeks.

Habitat/Society: A froghemoth lives only in large swamps or in shallow fresh water (100 feet or less). It can operate on dry land, but it moves in a series of awkward hops at half speed.

Once every nine years, froghemoths return to their spawning ground to mate with others of their ilk. Every pair lays 10 to 100 eggs, each about a foot long, in shallow water. The tadpoles are immediately left to fend for themselves.

Immature froghemoths (*tadhemoths*) resemble fish (2 HD; AC 4; Dmg 2d4) with four pectoral fins (which will turn into tentacles) and two tails (which will turn into legs). For 6 months, the creatures grows about a foot per month, then gains about a foot every 2 months until it reaches full size. At 6 months, the tentacles start to develop. By the 10th month the legs start to develop, and by the 12th month the tadhemoth stage has ended. As the creature grows, its bite damage increases (3d8, 4d8, 4d10, etc.). Tadhemoths eat and are eaten by each other, only 10% survive more than a few days after hatching, and only 1% to 4% reach adult size. Barring violent death, froghemoths are thought to live up to 100 years.

Ecology: The froghemoth is very likely the dominant predator in its home region. Only very powerful creatures (like dragons or well-equipped adventurers) can hope to succeed against one. Froghemoth tadpoles cannot be trained, but it may be possible to capture one and move it someplace where it can act as a vicious and somewhat unreliable guard animal.

Ghost, Casura

CLIMATE/TERRAIN:	Ruins
FREQUENCY:	Very rare
ORGANIZATION:	Doomed group
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	A (25% chance)
ALIGNMENT:	Any

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Nil
HIT DICE:	22
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Poltergeist powers
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	75%
SIZE:	L to G (varies)
MORALE:	Fearless (20)
XP VALUE:	15,000

The casurua is an undead manifestation that results from a group suffering traumatic death. It is most likely to form where a massacre has taken place, but could be found anywhere a group has suffered violent death, such as a burned-out building. The site itself acts as the focus of the casurua (this area is rarely larger than a 60-foot radius, and is often smaller: a room, a clearing, a glade, a pond, and so on).

A casurua often will be *invisible* to normal senses. Should it choose to appear or be detected by magical means, the observer sees dozens of eyes floating in the air, blazing with hate; with dozens of skeletal hands readying rocks for an attack.

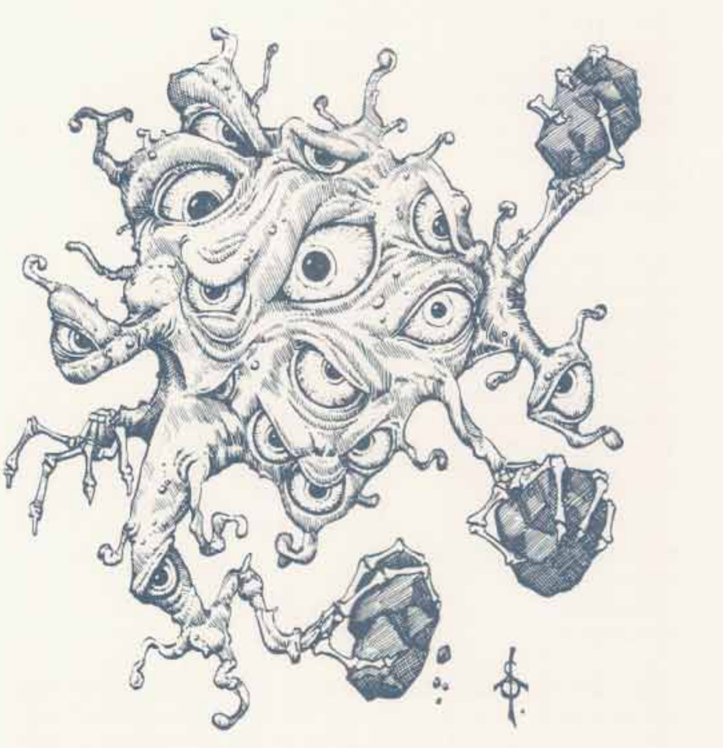
Combat: The casurua cannot leave its focus area, and thus often can be avoided. It has the power to create the sounds of knocking and footsteps, which can be used to trick characters into entering the focus of danger. When a casurua becomes active, a graveyard stench fills the air.

The casurua attacks by flinging stones, or whatever else is available, for 3d6 points of damage per attack. If objects less dangerous than stones are hurled—tree branches, for example—the DM may lessen the damage. Likewise, if more dangerous objects are hurled—such as weapons—the damage may be increased.

Anyone encountering a casurua must save vs. paralyzation at its first attack or flee in fear for one turn.

The casurua's 75% magic resistance makes it difficult to damage with spells, and it is highly resistant to turning. A priest of 9th to 13th level can turn one on a roll of 20, while a 14th or higher level priest can turn it on a roll of 19-20. Like other ghosts, it takes full damage from magical weapons and half damage from silver weapons.

The casurua can be permanently laid to rest after being successfully turned or reduced to 0 hit points. A priest of at least 9th level, using the proper rites, can try to lay its dead to rest. Even then, it is best to dismantle the physical surroundings (tearing down buildings, chopping down any trees, digging up the earth, etc.). Otherwise, the casurua may become active again after a month or so has passed.



Habitat/Society: The casurua is a mindless entity. It is partly a ghost, formed of ectoplasm, but it is also a type of psychic recording: the trauma of multiple deaths imprinted on the physical surroundings where the deaths occurred. Thus, there is great need to break up the physical surroundings to quell the restless dead.

A casurua can form anywhere violent death occurs, especially unexpected or wrongful death. It is rarely found on a battlefield, because violent death there is expected and accepted. A casurua most often forms on a battlefield when the slain died by treachery. Casurua are most likely found on the sites of disaster, natural or otherwise. Ruins are prime habitats for casurua, especially places that were razed and looted.

Ecology: While most casurua attack any intelligent life that enters their area, some lie dormant until triggered by the approach of one of the same race, a relation, or a descendent of the one responsible for the deaths. It is possible for the actions of the player characters to create a casurua (for example, by exploding a high-level *fireball* in a packed room); though it is unlikely that one will manifest immediately.

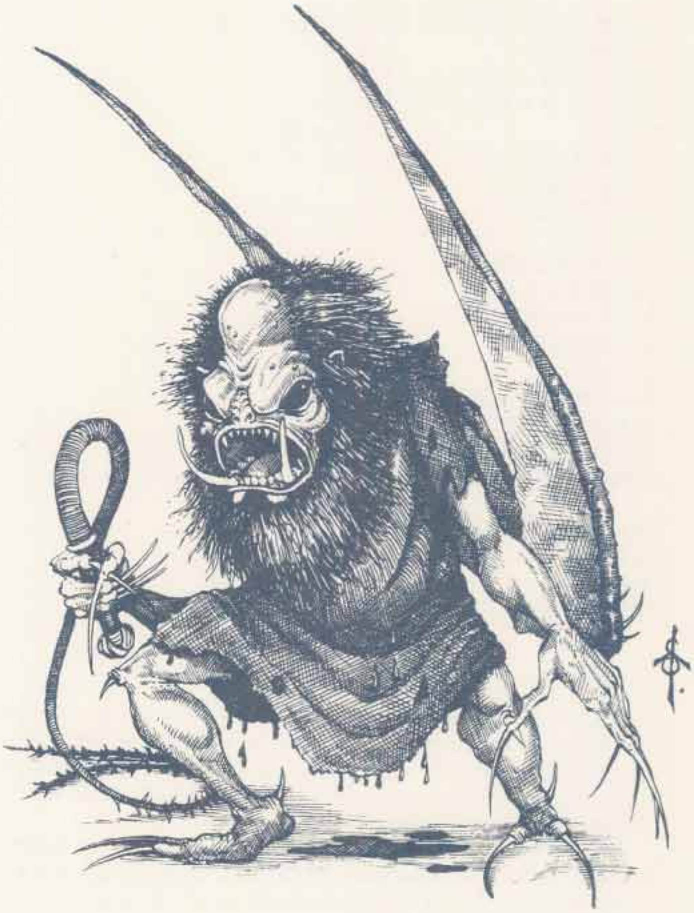
Variations

For the most persistent casurua, special rites may be needed to lay the dead to rest. Detailed knowledge of the circumstances of the original deaths may be required. Tasks left undone may need to be completed and proof brought to the focus area. Empathic or psionic powers may be involved.

Besides adjusting damage, the number of attacks and Hit Dice of a casurua can be varied. For every 5 Hit Dice (rounded down) the casurua has one attack. A casurua with fewer than 22 Hit Dice will have weaker powers, and its experience point value should be reduced accordingly.

Ghost, Ker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or trio
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1 or 3
ARMOR CLASS:	1
MOVEMENT:	12 (Fl 18 in gnat form)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Bad luck, aging, disease
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5′-6′)
MORALE:	Fearless (20)
XP VALUE:	7,000



A ker (plural, *keres*) is a malignant undead spirit that seeks revenge against the living. It looks like a horrible black-winged humanoid with gleaming fangs and long, pointed nails. The ker wears bloodstained robes and carries a scourge, a wickedly barbed whip.

An attack by one ker is usually a spirit of some monster or person seeking revenge for its death. An attack by three keres is often a retaliation visited upon characters who have become overly bloodthirsty or greedy. The element of fate is prominent in most attacks by keres.

Combat: While an accidental encounter with a single ker is conceivable, it is far more likely that the creature is stalking a specific character. To this end, the ker can polymorph itself into a tiny gnat-like creature. This form has a flying movement rate of 18, but for only 6 turns. If not spotted, the ker might follow its victim and attack when the victim is otherwise occupied (such as with another combat). A ker cannot attack in gnat form; the transition takes a round.

A ker strikes three times per round with a barbed whip that, in the hands of the ker, inflicts 1d8 points of damage. Each of the attacks has a special effect in addition to damage: the first attack causes *bad luck*, the second causes *aging*, and the third causes *disease*. The effects of multiple hits are cumulative.

- *Bad Luck* (first attack): The creature struck must successfully save vs. petrification or all attack rolls and saving throws are penalized –1 to –4 (roll 1d4) for 3d10 turns.

- *Aging* (second attack): The creature struck must save vs. death magic or age 10d4 years immediately.

- *Disease* (third attack): The creature struck must save vs. spells or be afflicted with mummy rot. *Cure wound* spells then have no effect and wounds heal at 10% of the normal rate until the disease is cured. Each month the victim loses 2 points of Charisma, and the disease is fatal in 1 to 6 months.

The following spells or attack forms have no effect on keres: *sleep, charm, hold person, paralysis,* poison, and cold-based attacks. Electrical damage is halved.

A ker can be turned like a ghost.

The ker will fight until reduced to 0 hit points or until it has slain its victim and his or her companions. If victorious, the ker will drain the blood of its victims, tear the corpses into pieces, and devour them, even the bones. Nothing of the victims will be left to *raise* or *resurrect*.

Habitat/Society: Keres may have memories from when they were alive, and still may follow the dictates of their original culture. For example, a hill giant returning as a ker might have her original superstitions and mannerisms.

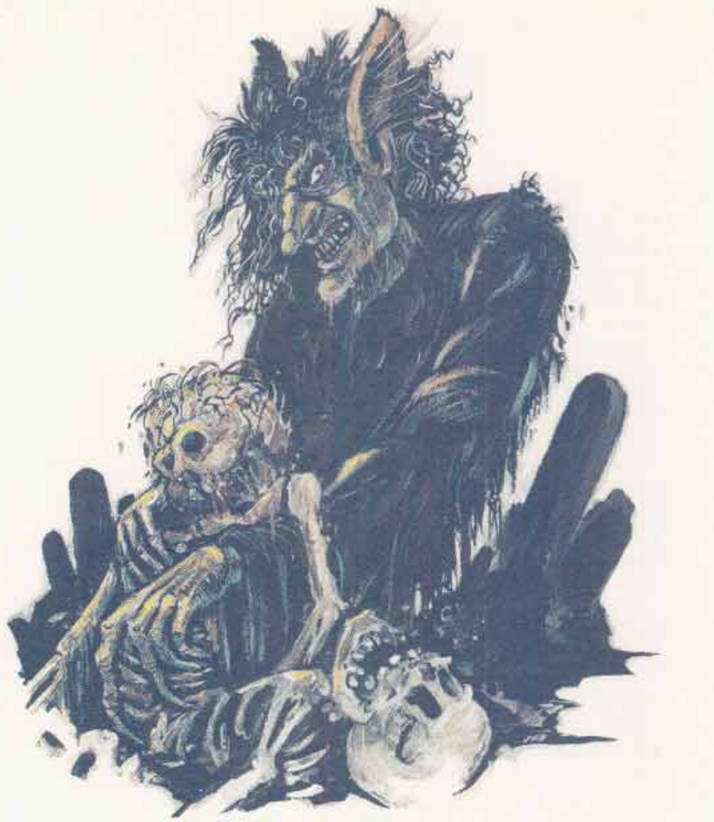
Sunlight does not harm keres, but they prefer to attack at night. During the day, they usually remain in some hiding place, in gnat form.

Ecology: Popular tradition identifies keres with evil spirits of the dead. Some cultures consider these ancestral spirits, who must be appeased by sacrifices. Entire holy days may be set aside for such sacrifices. Such a holy festival might close with the command: "Out of the house, ye keres."

Otherwise, keres are attracted by extremes of bloodthirsty actions and greed. Indeed, an attack by keres may be sent by the gods as a warning or retribution.

Ghul, Great

CLIMATE/TERRAIN:	Desert, mountains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	High (13–14)
TREASURE:	C
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	0
MOVEMENT:	18, Br 3, Cl 12
HIT DICE:	4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/2d6
SPECIAL ATTACKS:	Magic use, shapeshifting
SPECIAL DEFENSES:	Spell immunities, +1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (7′–10′), sometimes M
MORALE:	Average (8–10)
XP VALUE:	Common: 1,400 Mage to 4th level: 2,000 Mage to 7th level: +1,000/level



The great ghuls are undead elemental cousins of the genies, the most wicked members of an inferior order of jann. They haunt burial grounds and feed on dead human bodies. Ghuls delight in devouring the flesh of their victims and then sucking the marrow from the bones.

They are usually female, and all great ghuls are beguiling and seductive shapechangers. No matter what form they take, however, their feet always remain those of a donkey, though they often wear long robes or special boots to conceal this aberration. In their true form, great ghuls have thick hair and bushy eyebrows that often droop over their eyes. Their hands end in clawed fingers. Their pale white skin is always cold and clammy, and they have the hunched posture of their lesser cousins. Their jaws jut out and are powerfully muscled. Their feet and sometimes their ears are those of a donkey.

Great ghuls are aware of how their looks repulse other creatures and are eager to disguise their true appearance with cosmetics, clothes, and jewelry. While most great ghuls stand over 7 feet tall, ghul mages typically stand about 10 feet tall. In their polymorphed form, they are often smaller.

Combat: Great ghuls attack with their claws and their powerful jaws. They can only be struck by magical weapons of at least +1 enchantment. Great ghuls can use each of the following spell-like abilities at will: *shocking grasp*, *invisibility*, *bestow curse* (reversed *remove*), and *polymorph self*. Great ghuls take only half damage from falls.

Ghuls suffer 2d6 points of damage from a vial of holy water, and suffer a –1 to their attack rolls in daylight. Like most undead, great ghuls are immune to *sleep*, *charm*, *hold*, and cold-based magic. They are not affected by paralyzation or poison. Jann slain by great ghuls become ghuls themselves; all others are simply slain and devoured. Great ghuls are immune to the genie binding and capturing powers of the sha'ir (desert mages).

Great ghuls can be turned as ghasts, and mage ghuls are turned as wraiths.

Habitat/Society: About one in every six great ghuls is a mage of up to 7th level of ability. Great ghuls may even become shai'ir, thus gaining some measure of power over other genies. Other great ghuls study spells governed by flame, sand, and wind. Ghuls who study the magic of the sea are extremely rare.

Great ghuls live in seclusion in ruins or caves found in the emptiest deserts or on the highest mountains. Because of their sharp claws and incredible strength, great ghuls from the mountains are able to climb sheer rock walls that would daunt most mountaineers. Desert ghuls are not as adept at this, but can dig through sand or soft stone.

Great ghuls are fond of all forms of perfume and scents, such as attar of orange, rosewater, cloves, and so on. They use these to cover their own unpleasant smell.

Great ghul mages are solitary creatures, though other great ghuls form packs with their siblings (if they have any).

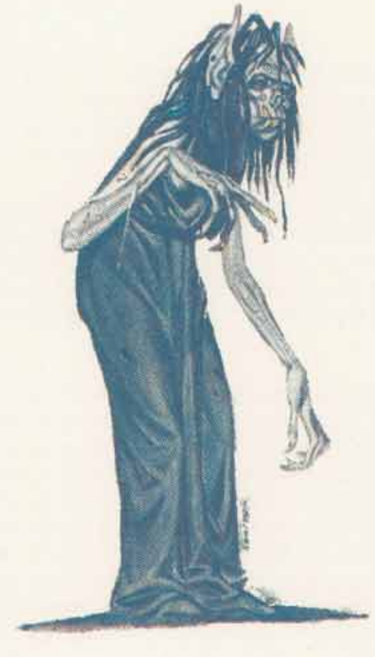
Because great ghuls are feared by humans and despised by genies, they rarely keep their own form, even when at home in their lonely caves and ruins. Shapeshifting has become a habit for the great ghuls, and they are excellent actors and liars. Great ghuls have many opportunities to practice these deceptions when they travel among humans. Though solitary, they grow bored easily, and this seems to motivate them to take part in pranks and daring deeds that sometimes put them and the secret of their true identities at considerable risk. Some of their pranks are less amusing than others: great ghuls are particularly fond of joining groups of nomads and travelers and then leading them astray. Many of these travelers are led to their deaths and consumed by the carrion-eating ghuls.

Ecology: Great ghuls serve the genies (when required), but "lord it" over the ghouls, who are considered unrefined and unreliable. Great ghuls who become shai'ir are very secretive: the other genies resent and fear the ghuls' power over them. Such great ghuls are often destroyed when their homes are discovered.

In general, all great ghuls avoid contact with other races because violence often follows. They do sometimes help humans and others who come to them seeking aid against other genies. Sometimes they help humans in quests which the great ghuls find interesting, and they do this without expectation of reward.

Ghul-Kin

	Soultaker	Witherer
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Exceptional (15–16)	Genius (17–18)
TREASURE:	C	C
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1–3	1–3
ARMOR CLASS:	0	0
MOVEMENT:	18, Sw 12	18, Sw 12
HIT DICE:	8	9
THAC0:	13	11
NO. OF ATTACKS:	3 or 1	3 or 1
DAMAGE/ATTACK:		
SPECIAL ATTACKS:	Possession	Withering touch
SPECIAL DEFENSES:	Immune to non-wooden weapons	+2 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (8′–10′ tall)	M (10′ tall)
MORALE:	Champion (15–16)	Fanatic (17)
XP VALUE:	6,000	10,000



The ghul-kin are related to the great ghuls, and like them are undead jann. Unlike their cousins, ghul-kin are of two distinct types, *soultakers* and *witherers*. While they prefer to feed on dead human bodies, ghul-kin find no pleasure in haunting burial grounds. They are far more social creatures than their cousins and often interact with mortals and even live among them undetected for long periods of time. Their greatest desires are to rule over a cowed mortal population, to corrupt mortals and use them as their servants, to have a steady supply of victims whose bodies they can devour, and to achieve enough personal power and learn enough secrets to successfully control other genies.

Like their cousins the great ghuls, ghul-kin are shapechangers. They usually assume attractive, seductive shapes, though they occasionally take on forms designed to look virtuous or wise. They may even assume the appearance of a real person they have seen at least once, though there is always something not quite right about such impersonations (eyes the wrong color, incorrectly shaped ears, etc.). If they have heard the person speak, they can perform a mimicry of the voice, achieving a close approximation.

In their true forms, both male and female ghul-kin are 8 to 10 feet tall, with long, gangly arms and legs. They have thick, tangled hair, bone-white pock-marked skin, clawed hands, and powerful jaws filled with sharp yellow teeth. Their eyes shine with a feral light, and their ears are sharply pointed. Ghul-kin exude an unpleasant odor and are rubbery and cold to the touch. They usually take great pains to disguise both their repulsive appearance and odor in order to move about in society undetected.

Combat: Ghul-kin attack with their claws and powerful jaws. They can forgo these attacks in order to make a special attack if they wish. The special attack and its results are different for each type of ghul-kin (see below). They can use each of the following spell-like abilities at will: *invisibility* and *polymorph self*. Being undead, they are immune to *sleep*, *charm*, *hold*, and cold-based magic and are unaffected by paralyzation or poison. Both suffer 2d6 points of damage from holy water. They are able to function in daylight, though they suffer a –1 to their attack rolls and saving throws when in bright sunlight. Jann slain by ghul-kin become ghul-kin themselves.

Soultakers can be turned as spectres, while witherers are turned as vampires.

Ghul-kin are immune to the binding and capturing powers of sha'irs (the desert mages of the *AL-QADIM* setting). All ghul-kin have the ability to become wizards, sha'irs, or priests, and all can use any magical items usable by wizards or priests. Ghul-kin take perverse delight in collecting magical items capable of doing them harm, carefully hiding them where others cannot find them. They are always searching for genie-control devices.

Habitat/Society: Ghul-kin live wherever they find it convenient to do so. They often live in cities and even engage in trade without their neighbors being aware of their true natures. They prefer to live in small family units and often form a pack with lone great ghuls. In such cases, the ghul-kin usually occupy the positions of leadership. They disdain common ghouls, finding them far too unrefined.

Ghul-kin enjoy fine clothing, elegant furnishings, and jewelry. They appreciate art and often have their dwelling places elaborately tiled or painted. Though they usually defer to the dominant style of clothing worn wherever they reside, the materials will always be the finest available and the clothing expertly tailored. Though they have no desire for normal food, they are fond of wine and seem to enjoy highly spiced meats and stews. They love all scents and perfumes, from bath soaps to sachets, and their tastes tend toward the exotic—frangipani or frankincense—for its superiority in covering their own unpleasant smell.

Ecology: Ghul-kin serve genies when forced to but try to avoid contact with their more powerful cousins unless they believe they have the upper hand. The chief motivations of ghul-kin are personal power and entertainment. Being undead, they have no limit on the time they can spend perfecting a plan or setting up an elaborate base of operations. Most of them are accomplished actors and delight in playing a role they have developed for years. Sooner or later, however, the ghul becomes bored and has to reveal itself to friends and neighbors. Such revelations are often followed by a great slaughter as the ghul-kin seeks to kill anyone who has learned its secret. They revel in establishing cults and secret societies where they can control mortals and lead them astray while only marginally concealing their true natures.

Some few ghul-kin help mortals who seek them out and flatter them or offer them genie-controlling devices. Some have been known to repay a kindness a mortal paid to them while they were disguised. All ghul-kin react more positively to those mortals who are both polite and respectful.

Soultaker

Soultakers are slightly smaller than witherers, rarely reaching 10 feet in height. There is an equal chance that a soultaker will be male or female. Though they look down upon great ghuls as being lesser cousins, soultakers are themselves subservient to their witherer kin. Because they must often subjugate their own desires and plans to those of their greater brethren, soultakers are often frustrated. For this reason, they are the more vicious of the two types of ghul-kin. They gain great satisfaction from taking over a victim and forcing that victim to obey their every whim. They feel some of the anger, terror, and despair that their victims experience and enjoy knowing that it is their will which causes such misery for the poor slave. Soultakers may become wizards or priests of up to 7th level (providing the god they serve accepts them). They are immune to nonwooden weapons.

Soultakers have a special attack form which they can use in lieu of making their normal attack. In order to use it, however, the soultaker must make an attack roll at a –3 penalty. If successful, the soultaker has kissed its victim on the lips. Victims who fail a saving throw vs. spell (at a –2 penalty) are possessed by a portion of the soultaker's essence and fall under the ghul's control. Though the victims' minds are still present in their own bodies, they are helpless prisoners, unable to speak or make their plight known to others. Instead, the soultaker speaks and acts for its victims, always working to the detriment of its victims' companions, though often in cunning and subtle ways.

Once the possession has occurred, the soultaker can control its victim at any range so long as they are both on the same plane of existence. If the victim is a spellcaster, the soultaker can use whatever spells the victim had memorized at the time possession took place but cannot force its victim to relearn or pray for new spells. Soultakers may possess and control one victim for every two points of Intelligence (rounded down). The soultaker will not willingly go near a priest or mosque, nor will anyone possessed by one. It will force the victim to fight to prevent the possession from being broken and may attempt to summon its possessed victim to its lair rather than allowing him or her to be freed of its influence.

The possession may be detected by various means. First, any attempt to *know alignment* of the victim will result in a reading of neutral evil. In addition, strangers react to the victim with distrust and suspicion, just as though he or she were under the effects of an *evil eye*. The victim may say or do evil things, and his or her behavior may undergo a radical change. He or she may even attack his or her own party without apparent cause. A sha'ir (desert mage) of 3rd level or above may detect that there is genie work connected with the victim; a hakima (desert priest) of 9th level or above may tell that the victim is possessed; any priest casting *detect evil* or *detect charm* may learn that the victim is under the control of some evil force.

Several spells may be used to combat the effects of the possession. A *protection from evil* or *protection from evil, 10' radius* spell will keep the soultaker from exercising its control while the spell is in effect. An *anti-magic shell* will negate the possession if the victim is in the area of effect when the spell is cast, and *remove curse* will break the possession. *Dispel evil* cast on the victim will break the possession and cause 3–24 (3d8) points of damage to the soultaker.

Witherer

Both male and female witherers are usually taller than soultakers (averaging 10 feet in height) and more dominant. They have greater intelligence and cunning and usually instigate long-term grandiose plans, invariably designed to gain more power for the witherer and to corrupt mortals into serving the ghul-kin. They delight in showy rituals and sacrifices of both sentient creatures and treasures. Witherers use soultakers as lieutenants in many of their plans and often find great ghuls to use as pawns. Humans and demihumans are allowed to serve them as semi-slaves, becoming either shock troops or food sources as the need arises.

When thwarted, witherers retreat to plan their revenge, sometimes taking decades to perfect their tactics before returning to the place where they failed. However, they are not adept at coping with premature disclosure. They will often make poor decisions in response to the unexpected, thereby revealing their machinations or causing their own downfall.

Male witherers are rarer and usually less ruthless than their female counterparts. They sometimes masquerade as hermits or reclusive mages and may be induced to help mortals if offered a substantial enough reward or if the matter interests them. Opportunities to act out some great dramatic role are also effective in persuading male witherers to aid non-ghuls. Claiming some sort of kinship is also an effective ploy if there is the slightest evidence to back up such a claim.

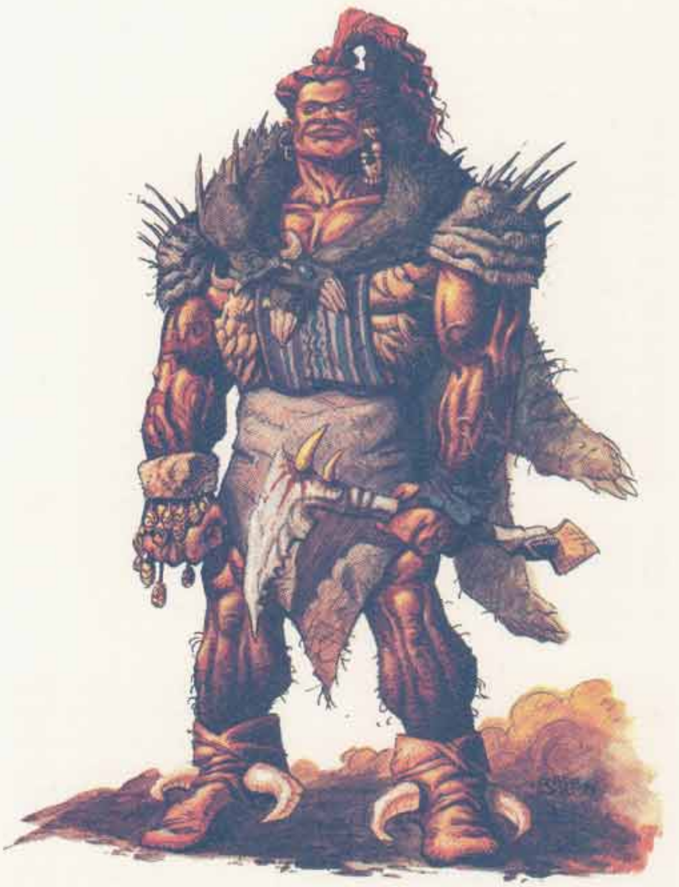
All witherers can become mages (or priests of up to 9th level provided the god they serve accepts them). They can be hit only by +2 or better weapons. Instead of their three regular attacks, they may use a special attack: a touch that withers and weakens the target creature while strengthening the witherer. This *withering touch* causes 1d10 points of damage, drains 1 point of Strength, and ages the victim 1 year. Hit points damage are temporarily added to the witherer's hit point total. Damage against the witherer is subtracted from these added hit points first (if not used, the hit points remain for one hour). A victim whose Strength falls to zero dies. If the aging pushes the character past his or her normal lifespan, the victim dies. Those slain by a witherer must have *remove curse* cast on their bodies before they can be *raised* or *resurrected*.

Lost hit points are recovered normally or through magical healing. Lost Strength is recovered at the rate of one point per turn. Aging is only reversible through use of potions or other magic that restores youth or reverses aging.

Giant, Half-giant (Athasian)

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	J, K, or M
ALIGNMENT:	Varies; see below

NO. APPEARING:	1
ARMOR CLASS:	6 (10)
MOVEMENT:	15
HIT DICE:	3+12
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon +4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (13′ tall)
MORALE:	Steady (11–12)
XP VALUE:	420 Psionicist: +2,000
PSIONICS:	Varies



Athasian half-giants are enormous humanoids from another world who have adapted to harsh, dry terrain. Their origin is unclear. While it is known that the race is spawned from the union of human and giant and the union was certainly magical, its original purpose is unknown. Few in number, half-giants exist as individuals and eke out what life they can.

Standing 10 to 12 feet tall, a single half-giant weighs approximately 1,600 pounds. It is an immensely powerful creature, nearly as agile a human. Its facial features are human, but locked into a naturally dour, even menacing, expression. Its thick hair is often braided, especially among the females, or kept in a single tail behind the head and down the back. Clothing varies with occupation and climate, though leggings and leather shoulder harnesses are common.

Half-giants speak, and most know the common tongue. They also have their own language which, to human ears, seems very slow and drawn out—translations are riddled with redundancies and seemingly unnecessary adjectives. No matter what the tongue, the half giant's voice is pitched very low and is sometimes difficult to understand.

Combat: Great size alone makes a half-giant a formidable warrior. One can strike bare-handed for 1d6 hit points of damage or use a weapon. Any successful weapon attack receives a +4 bonus to damage because of the half-giant's great strength. There is a 25% chance that any half-giant will have a psionic wild talent, as decided by the DM. Half-giant psionicists are rare, but are usually from 3rd to 6th level.

Habitat/Society: Half-giants' size and strength make them sought after as guards and brute warriors. If enough are gathered together, they will form into a community of their own; often adopting the culture and customs of other creatures that live nearby. Half-giants have little cultural identity of their own, instead clinging to customs and lifestyles that appear to be successful for other races.

Half-giants are subject to rapid and often inconvenient changes of alignment behavior. This makes them hard to deal with on any but the shortest term. When first encountered, a half-giant's attitudes toward law and good is randomly determined (roll 1d6 twice; 1–2 lawful, 3–5 neutral, 6 chaotic; 1–2 good, 3–5 neutral, 6 evil). One of these alignments is fixed (roll 1d6; 1–3 law/chaos alignment is fixed, 4–6 good/evil alignment is fixed). The variable alignment may change according to the situation. If the PCs remain in contact with a half-giant and are generally prosperous and successful, the floating alignment may gravitate toward that of the adventurers. However, there is no guarantee, and half-giants may make radical attitude changes that affect the situation quickly and without warning.

All personal items such as clothes, armor, weapons, food, etc., cost at least double for half-giants. Transportation and lodging are also considerably more expensive—when they are available at all. In most areas, objects such as buildings, furniture, wagons, boats, and so on aren't made to support their weight. Even in cities, they tend to camp outside to avoid destroying things.

Ecology: A half-giant's size comes from the giant heritage, though the marked stupidity of Athasian giants is gained as well. The cynical nature of the Athasian giant race, however, is tempered by the human background, which gives the Athasian half-giant a greater interest in communication and cooperation. As a result, a half-giant is far more kind than the tyrannical, bloodthirsty giant kin. A half-giant is naturally curious and gentle, though that behavior can swing back and forth with its alignment.

Half-giants are capable of reproduction. A female can give birth to a single infant once per year; twins and triplets are rare. A half-giant's maximum lifespan is around 220 years.

Golem, Burning Man

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	14 (60 hit points)
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Keening, cinder shower
SPECIAL DEFENSES:	+2 or better weapons to hit; immune to fire, lightning, and illusions; regeneration
MAGIC RESISTANCE:	Nil
SIZE:	H (18′ tall)
MORALE:	Variable (see below)
XP VALUE:	10,000

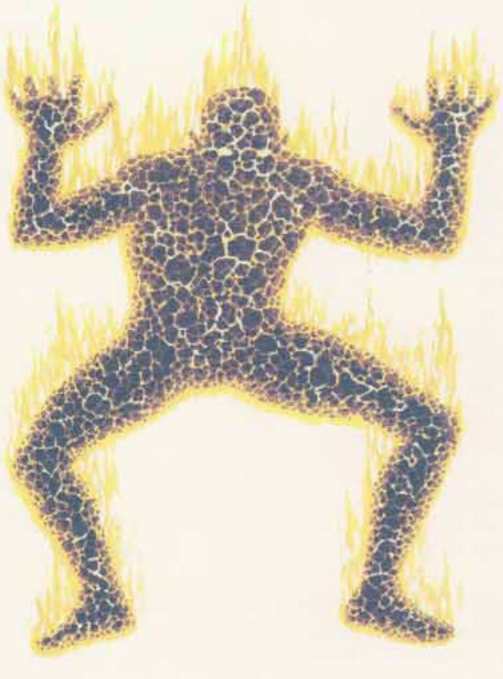
The "burning man" is a golem that appears as a humanoid figure made of glowing red coals covered with white-hot cinders. It radiates waves of heat, and can set fire to flammable materials with a touch. When it strikes with its fists, burning cinders shower from its body; these remain and continue to burn until washed away.

Combat: This crude, unintelligent creature attacks almost without strategy. It is best used on the battlefield where its awesome presence can do the most good as it wades into masses of enemy troops. Because of the heat it generates, this construct is rarely found in a noncombat role.

The golem can use a terrible *keening* attack once each day. Any creature within 80 feet of the golem must save vs. breath weapon or be affected with *fear*, as by the *wand of fear*. The golem will usually use its *keening* ability two rounds after a combat starts.

When the golem attacks with its powerful fists, each successful strike creates a *cinder shower* that covers its opponent with glowing cinders. These cinders continue to burn for 1 hit point of damage per round for each shower until doused with water or earth. Unless magically protected from fire, any foe so showered is also affected as though by a *symbol of pain* for 2d10 rounds (–4 to attack rolls and –2 to Dexterity). Shower effects are not cumulative except for damage; the maximum Dexterity penalty is –2, but an opponent struck twice would take 2 additional points of damage per round until doused.

A magical weapon of +2 or better enchantment is needed to damage this construct. The golem is impervious to magical fire- or lightning-based attacks, and illusions. The spell *quench fire* (reversed 4th level priest spell *produce fire*) extinguishes the cinders and reduces the golem's Armor Class to AC 6; this lasts one round per experience level of the caster.



The golem regenerates at the rate of one hit point each turn. When reduced to 0 hit points, each fragment of the golem will flash into a brightly burning flame and collapse into ash. This ash very slowly regenerates, reforming the golem completely from as little as a mere speck unless each ash pile is mixed with *holy water* and scattered. Regeneration from the merest dust to full form requires a month's time. Each time it regenerates there is a 1% cumulative chance it breaks free of its creator's control.

It has no sense of self preservation; when engaged in a task the golem's morale rating is Fearless (20). When they have broken the control from their lords, their morale is Steady (12), but all of their actions are based on their own desires.

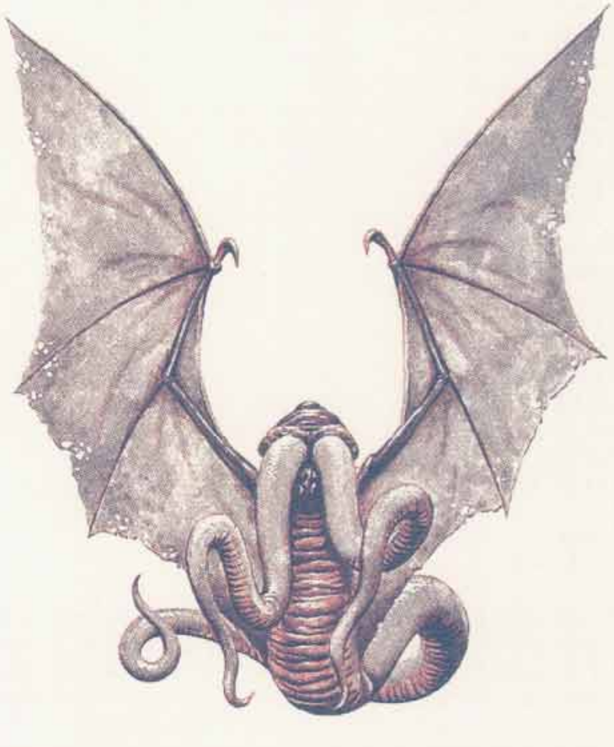
Habitat/Society: Although this is a mighty creation and a powerful servant, extreme care and long thought should be taken before deciding to create one. The fiery nature of this creation fills it with a lust to burn and destroy—even its maker. It is compelled to obedience, but only to the letter of the command. It seeks to pervert the spirit of any command and is for most uses unreliable.

Ecology: This golem requires three months of construction time by a wizard of 14th or higher level; it costs 60,000 gold pieces. Construction is begun by fashioning a giant man-shaped wicker container, which is filled with pitch. On this form the wizard casts *burning sphere*, *animate object*, *fire shield*, *wish*, and *geas*.

Golem, Phantom Flyer

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	3, Fl 24 (C)
HIT DICE:	11 (50 hit points)
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H (18' wingspan; see below)
MORALE:	Fanatic (19)
XP VALUE:	8,000



This magical creation offers swift and discreet service in the realms of the night. It can hide from prying eyes during the day until the disappearance of the hateful light. The shadowy, shimmering beast has a wingspan of 20 feet and two tentacles of a similar length. In fact, when it can be seen, it appears only as two wings, a horselike back, and two black tentacles. This golem flies silently, as swiftly as most dragons, and it can carry two fully-equipped man-sized creatures on its back. If need arises, the phantom flyer can lift a draft horse in its tentacles, or it can carry messages and retrieve property or people. The master of the golem always has a magical silver whistle with which the golem is summoned and controlled.

Combat: The phantom flyer is comfortable only in darkness; in torchlight or less, it is 90% undetectable. During the daylight, the flyer must remain hidden. A shadow of any size can conceal the phantom flyer, whether on the ground or under an object. If noticed in this form, the flyer seems to be a particularly dark shadow. While hiding in shadows this way, it can neither attack nor fly, but it can flow through existing shadows at its flying rate as long as an uninterrupted path exists. Only *truesight* reveals the golem in this form, but if magic is detected for in its area, a faint dweomer is evident.

The phantom flyer has the strength of an iron golem. It has two tentacles, with which it can attack each round. Each tentacle inflicts 2d8 points of damage.

Any type of *light* spell successfully cast onto this golem pinpoints its position. Fire or cold-based spells do no harm. A +3 or better magical weapon is required to damage this creation. A *darkness* spell cast upon the golem restores 1d8 hit points of damage; a *continual darkness,* 2d8+1 points.

Habitat/Society: Its rapid flight and ability to hide make the phantom flyer an excellent carrier of messages. They also are quite useful spies. For example, a wizard sends a phantom flyer out to spy on an adventuring party. It hides in the shadow of a war horse and overhears all the party's conversation during the day. At nightfall, the wizard blows the whistle and the phantom flyer flies back and repeats the conversation verbatim. The wizard either can use the phantom flyer to transport himself to the scene or tell it to go and fetch a party member to the wizard's black tower for who knows what eldritch ends.

The flyer is controlled by whoever possesses its silver whistle, which shows a faint dweomer. If the whistle is lost, the flyer will simply lurk in a shadow nearby until someone finds and sounds the whistle. While so lurking, the golem takes no action except to destroy light sources. As long as the whistle exists, the phantom flyer is the devoted servant of its master. Should the whistle be destroyed, the phantom flyer will fly off to the Demiplane of Shadow.

Ecology: As an artificial construct, the phantom flyer exists only to serve its master. Its essence comes from the Demiplane of Shadow; it is not known what form, if any, its animating force takes there.

This golem requires three months of construction time by a wizard of 18th or higher level; it costs 90,000 gold pieces. The creating wizard needs two large mirrors, enough molten silver to fill a large chalice, the pinions of a vrock (tanar'ri), and enough fresh spider silk to cover the pinions twice. The wizard must set the mirrors exactly eleven paces apart, facing each other squarely. The pinions and the silk are placed between the mirrors, with the chalice of molten silver directly before, the wing materials. Onto this area, the wizard casts *continual darkness, Evard's black tentacles, forget, fly, wish, disintegrate,* and *geas.* What will be left is the mere reflection of a creature, the victory of imagination over solidity; that, and the silver whistle that controls it.

Gulguthhydra

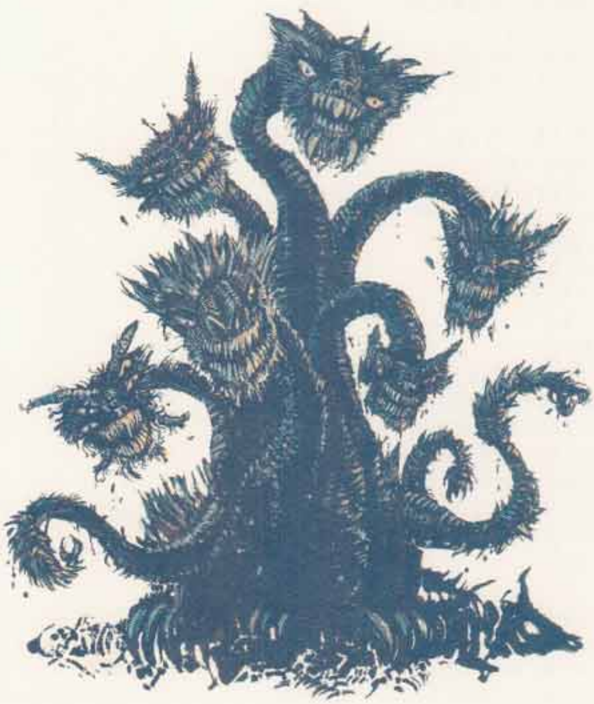
CLIMATE/TERRAIN:	Swamp or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE TYPE:	Nil (B)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2 tentacles, 6 heads
DAMAGE/ATTACK:	2d6/2d6/1d8+4 (×6)
SPECIAL ATTACKS:	Grab, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20′)
MORALE:	Champion (16)
XP VALUE:	10,000

The gulguthydrae combine the worst attributes of the gulguthras (otyughs and neo-otyughs) and hydrae. Six misshapen hydra heads perch in a circle atop the hulking body of this hybrid, which also possesses the gulguthra's two ridged tentacles. The beast's skin is hard, almost rocklike, and its dingy gray to dusky brown coloration aids it in hiding within its chosen domains—dark swamps or caverns and dungeons. Three squat legs provide locomotion while the two tentacles constantly check the vicinity for edible materials. Gulguthydrae smell noticeably of rot and decay.

These creatures are so rare that it is unknown if they have any language of their own or if they are able to communicate with other creatures at all.

Combat: Gulguthydrae are always on the hunt, running their ridged tentacles over the ground and walls or trees, searching for food. When such is found, the tentacles lift the foodstuffs to the mouths of the hydrae. If the "food" resists, the tentacles strike, each inflicting 2d6 points of damage. If the gulguthra's attack roll is at least 4 greater than needed to hit, the prey is grabbed. A grabbed prey can attempt a bend bars/lift gates roll to escape every round after the first; the prey is constricted for 1d6+1 points of damage per round, and is lifted toward one of the hydra heads for consumption. A hydra head bites prey held by a tentacle with a +4 attack bonus and inflicts 1d8+4 points of damage (this attack occurs the first round after the victim is grabbed). Up to two heads can bite a target held in a tentacle, and the hydra heads also can attack on their own. Thus, a gulguthydra can attack up to eight creatures in a round (one for each tentacle, and one per hydra head).



Habitat/Society: Little is known of how these creatures interact with each other. Gulguthydrae consume any animal or vegetable matter, be it living or dead, fresh or rotted. Driven by its hunger, a gulguthydra will not pursue active prey if sufficient amounts (50 to 100 lbs.) of other, passive, foodstuffs are available.

Ecology: Gulguthydrae are perhaps the ultimate scavengers. Solitary creatures, the gulguthydra incessantly roams its swamp or underground domain for food to drive its massive bulk. A ferocious opponent, a gulguthydra seldom needs to retreat. Its slow movement rate does not contribute to speedy withdrawals in any case.

Their method of reproduction, if any, is unknown.

Hakeashar

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic (see below)
INTELLIGENCE:	High (13–14)
TREASURE TYPE:	Nil
ALIGNMENT:	Chaotic neutral

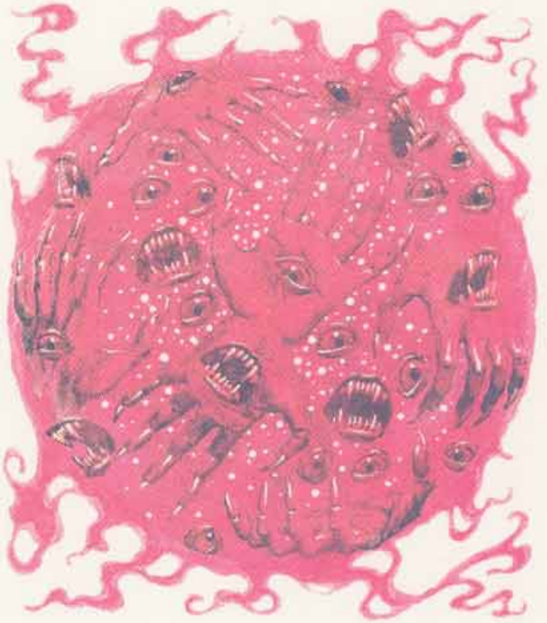
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Absorbs magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (12' diameter sphere)
MORALE:	Elite (14)
XP VALUE:	2,000

A hakeashar appears as a red, misty sphere. Relatives of the nishruu, these weird, rare creatures are believed to be from another plane. Within the red mists comprising the body of the hakeashar are hundreds of grasping hands, probing eyes, and gaping, hungry mouths.

Combat: Hakeashar have no attacks. Fire and physical attacks affect them normally; hits are automatic if the attacker is enveloped by a hakeashar. Cold attacks do half damage, but magical fire and cold cannot form within a hakeashar and do no damage. If magical fire or cold contact the outside of a hakeashar's body area, they deal one round of damage and are then absorbed harmlessly by the monster. (No hit points are gained for absorbed cold- and fire-based spells.)

Hakeashar move fearlessly and relentlessly toward sources of magic, taking full damage from physical attacks. The unique structure of the hakeashar and its diet of magic have the following effects in combat:

- Mind-control spells and illusions have no effect on them.
- Damaging spells cast at a hakeashar are absorbed by it, having no effect except to give the creature hit points equal to the damage normally done by the spells (the exceptions are cold- and fire-based spells, as mentioned above).
- A nondamaging spell gives a hakeashar extra hit points equal to its spell level.
- Chargeable magical items are drained of 1–4 charges on contact with a hakeashar; if contact continues, 1d4 more charges are drained at the end of every second round.
- Nonchargeable magical items have their powers negated while in contact with this monster, and are negated for 1–4 rounds after contact as well.
- Potions or scrolls used while in contact with a hakeashar do not take effect until 1–4 rounds after contact is broken.
- Artifacts become nonoperational while in contact with a hakeashar, and remain inactive for 1 round after contact ceases.
- Spellcasters of all classes lose one memorized spell, determined randomly, at first contact with the hakeashar. Thereafter, they lose one random spell for each round they remain within the body area of the monster (whether partially or fully). Each time a spell is lost in this manner, the spellcaster must make a successful saving throw vs. breath weapon or be temporarily *feebleminded*; see the 5th-level wizard spell of the same name for effects and duration.



When a hakeashar is slain, its body dissipates, losing luminosity and hue, seeming to sink into the ground and drift away. Any magical items within its body area when it is slain, or any magical weapon slaying it, even if no longer in contact with the body, receives a magical bonus of 1d6 additional charges, or a second use in the case of one-shot items like scrolls or magical arrows. Potions, memorized spells, artifacts, and items that do not have charges are not augmented.

If a *rod of absorption* or a *ring of spell turning* is within the body area of a hakeashar, there is a 5% chance of instantly destroying the creature upon contact (regardless of the wishes of the owner). The magic-absorbing and -warping capabilities of the items interact with the magical substance of the hakeashar and fully absorb the creature. The items change color to a dusky red, but otherwise suffer no effect. If this doesn't occur upon contact, the items are affected as normal by the hakeashar.

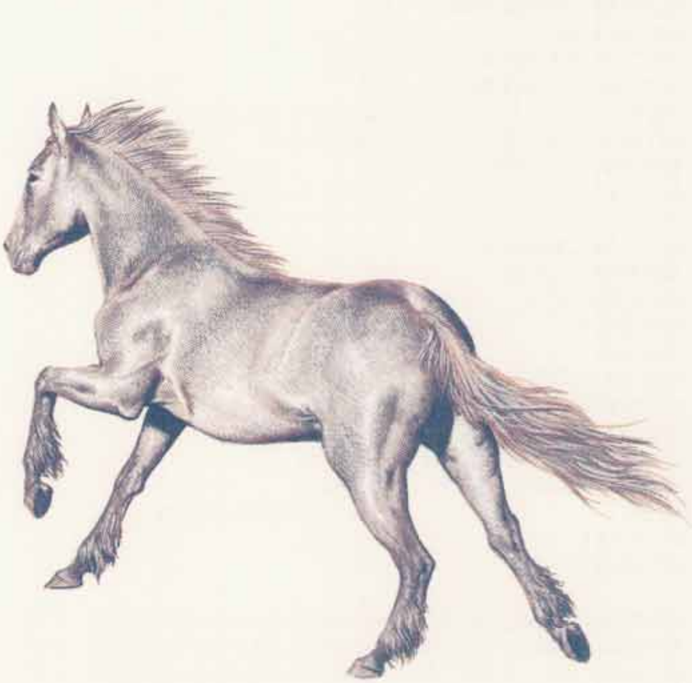
Habitat/Society: Hakeashar are not native to the Prime Material Plane, and are suspected natives of one of the Outer Planes. On the Prime Material Plane, they appear to be solitary creatures.

A hakeashar has the ability to give 20% of the number of spells or charges absorbed within a turn to a person, but this is done very unwillingly; this is usually an action done on its original plane in exchange for transport to the Prime Material Plane (or vice-versa).

Ecology: Hakeashar feed on magic, and their bodies correspondingly pulse and glow as they drift about. The hakeashar can seep through openings as small as finger-width cracks, and they always move toward the greatest concentration of magic within 60 feet. If a hakeashar encounters a wild magic zone, it tends to stay within its environs due to the background magic (unless powerful magic sources draw it out of the area).

Horse, Moon-horse

CLIMATE/TERRAIN:	Plains, meadows (elven lands)
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average to very (9–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	5–20
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immunity to undead powers
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15)
XP VALUE:	270



Moon-horses, also known as *teu'kelytha*, are a race of highly intelligent, magic-using horses that are unique to elven lands. These magnificent animals vary from white to silvery-gray in color, with manes ranging from white to black. A moon-horse's eyes are deep and highly intelligent, and its facial expressions reflect a wide variety of moods.

Moon-horses are similar in temperament to the elves whom they serve. They roam freely, but voluntarily serve as elven cavalry mounts when there is great need.

Although they do not speak elvish, they do understand it and can respond intelligently.

Combat: Moon-horses are tough fighters, and far less flighty than ordinary horses. Each moon-horse has the ability to cast one magical spell per day, as determined by rolling 1d10 and referring to the table.

Moon-horses are completely immune to special attacks by undead creatures, including but not limited to aging, charm, fear, level drain, paralysis, possession, poison, and Strength loss. They still take normal damage from physical attacks, including chilling touch (as by a shadow), and spells cast by undead creatures.

Habitat/Society: Moon-horses normally travel in herds of as many as 20 individuals. These are mostly foals and mares, led by a stallion. However, some moon-horses—especially young stallions—associate voluntarily with elves, serving as companions and mounts.

The horses' association with the elves is a very old one. Ancient legends tell of heroes who rode wise and mighty moon-horses into battle, and of moon-horses who saved their masters at the cost of their own lives. The alliance between the two continues to this day.

Ecology: Moon-horses are quite long-lived, with a lifespan of 200 years or more. However, the breed suffers from low fertility. A typical mare will bear but one or two foals during her entire lifetime. Because of the rarity of foals among the moon-horses, a new birth is a momentous event, celebrated by moon-horses and elves alike.

On Toril, the last herds of moon-horses were transported to Evermeet during the elven retreat from the mainland, and most continue to run free through the island's forests and meadows, serving the riders of Queen Amlaruil as needed.

Magical Abilities of Teu'kelytha

Die Roll	Spell
1	*Color Spray*
2	*Magic Missile*
3	*Shield*
4	*Sleep*
5	*Wall of Fog*
6	*Knock*
7	*Ray of Enfeeblement*
8	*Stinking Cloud*
9	*Summon Swarm*
10	*Web*

Human, Dragon Slayer

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13)
TREASURE:	L, M, U
ALIGNMENT:	Any
NO. APPEARING:	2–12
ARMOR CLASS:	4 or better
MOVEMENT:	12
HIT DICE:	2+
THAC0:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ to 7′ tall)
MORALE:	Elite (13)
XP VALUE:	
Slayer Warrior (2 HD):	270
Slayer Knight (7 HD):	5,000
Slayer Mage (5 HD):	4,000

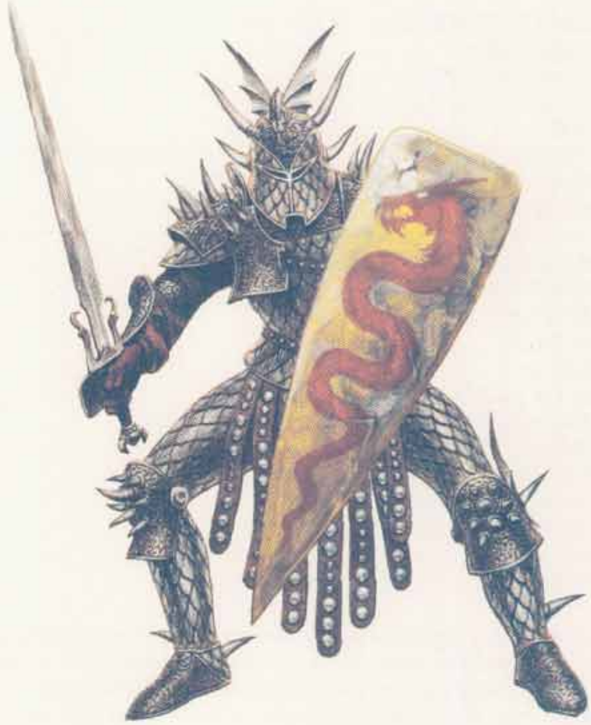
The dragon slayer is a human warrior specially trained to battle dragons. Some dragon slayers consider themselves to be on a holy mission of one sort or another, while others are simply part of an order of knights dedicated to protecting humanity from one or more types of dragons.

A dragon slayer is easy to recognize. Warriors and priests wear specially crafted armor designed to protect them from the weapons of dragons—claws, teeth, and breath. The armor often makes the slayers look like the great wyrms they battle, with helms shaped into dragon heads, plate mail inlaid with a pattern of scales, and spiky protrusions jutting from the shoulders, elbows, and knees. Slayer mages wear cloaks of dragon scales with hoods fashioned from dragon skulls.

Dragon slayers speak the common language of the land they live in, as well as the language of one group of dragons (metallic, chromatic, or gem).

Combat: The traditional weapons of the dragon slayers include any weapons that inflict great damage on large creatures. Favorites include the long sword, heavy and medium horse lance, awl pike, bardiche, bastard sword, two-handed sword, and trident. Some slayers employ *long sword +2, dragon slayers* (25%). Mages wield daggers of dragon teeth and staves of dragon bone.

The slayers of 4th level or higher wear enchanted armor. In battle with dragons, the armor glows and adds a protection bonus of +1 to +5. Only warriors above 9th level who have been true to their cause can hope to gain the highest enchantment. Dragonslayer mages wear specially crafted cloaks that provide a +1 protective bonus. At 5th level, a mage's cloak becomes enchanted against dragons and provides an additional +1 protection bonus. By 12th level the bonus can be as high as +5.



Dragon slayers are immune to the effects of dragon *fear*. Warriors receive a +2 bonus to attack rolls made against all dragons, and a +4 bonus against one type of dragon. When fighting dragons, slayers get damage roll bonuses equal to their levels. Because of their training, slayers save vs. breath weapon for half or no damage. Some slayers (60%) use mounts of heroic proportions (either war horses or flying creatures). These creatures receive the same fear immunity, attack bonuses, and breath weapon defenses as their masters.

Dragon slayer warriors learn special attacks as part of their training. They receive one of these attacks upon reaching 1st, 4th, 8th, and 12th level.

Dazzle: This ability confuses a dragon and hinders its ability to cast spells or use its innate powers. The slayer twirls his or her weapon in such a way as to captivate or disorient the dragon foe. The twirling weapon disrupts the dragon's concentration, making it impossible for the dragon to gather the merest thoughts necessary to activate a spell or innate ability.

Wing Attack: Aimed at a dragon's wing muscles, this attack is made with a –3 penalty. In addition to normal damage, this attack keeps a dragon from flying for 1 round per point of damage inflicted in the attack.

Breath Stun: Aimed at a dragon's gullet, this attack disables a dragon's breath weapon. It is made with a –4 penalty. In addition to normal damage, the breath weapon is disabled for 1 round per point of damage inflicted.

Great Blow: This attack uses everything a slayer has and may be aimed at any part of the body. A slayer expends hit points and receives a –4 penalty. If successful, the dragon takes normal damage plus loses as many hit points as the slayer expended.

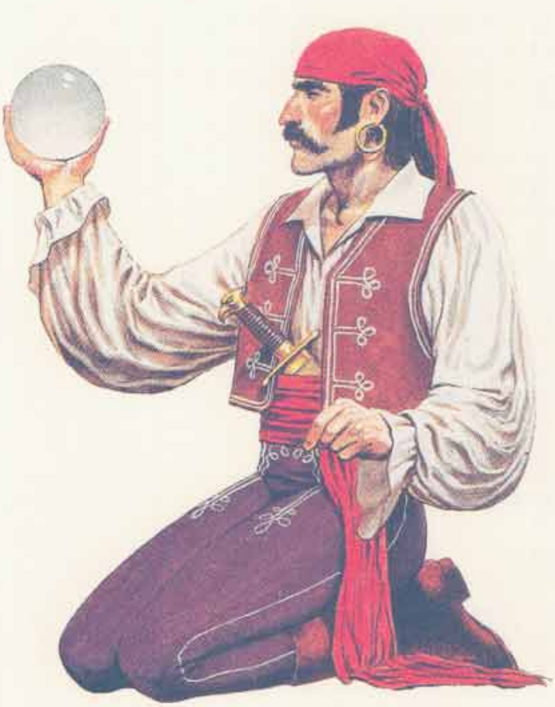
Habitat/Society: The most common orders of dragon slayers are holy knights who worship a dragon god but hate all mortal dragons, or warriors dedicated to battling evil dragons. They study dragons intensely to learn how best to defeat them. All travel the land, seeking their eternal foes.

Ecology: Except for their fascination with all things draconic, slayers are otherwise normal humans.

Human, Vistana

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (9-16)
TREASURE:	J, K, M (A)
ALIGNMENT:	Neutral

NO. APPEARING:	5–50
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	Evil eye
SPECIAL DEFENSES:	Prognostication
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	15



The Vistani (singular, *Vistana*) are a mysterious nomadic people resembling gypsies in manner, dress, and custom. Although their origins are lost in the distant shadows of their oral history, their legends agree that the Vistani fled the place of their origin to escape a terrible shadowy enemy, which still seems able to threaten them.

The Vistani are swarthy and dress in vibrant clothing; their hair is generally black, though some are born with amber tresses. Their eyes are black and luminous, and a few tribes have features that suggest the Orient.

In addition to the common tongue, the Vistani have a secret language of their own, which has special trail signs and much in common with thieves' cant.

Combat: Many Vistani are skilled as warriors and thieves. Spellcasters are rarer and usually women. Vistani typically arm themselves with swords, daggers, cudgels, light axes, and similar weapons. Missile weapons are uncommon; longer distance weapons tend to be light crossbows or slings, while throwing daggers are popular for short ranged work.

Many Vistani have a gaze attack called the *evil eye*. This focuses powerful negative emotions—hate, anger, jealousy, — against a creature meeting their gaze. The attack is usable thrice per day, and can manifest in one of five ways. The most common are a *hold* (person or monster) or a *curse* (though *fear, charm,* and *suggestion* effects are not unknown). To avoid the effect, the target creature must make a successful saving throw vs. paralyzation. Failure against any except the *curse* afflicts the creature for 2–5 rounds; failing against the *hold* by 4 or or more inflicts disabling convulsions upon the victim for three rounds. The *curse* effect is similar to the reverse of the 4th-level wizard spell *remove curse*. It can affect either a creature or an item, but the curse itself must be spoken.

Habitat/Society: The Vistani are vagabonds, wandering from land to land, seldom pausing for more than a week in any one place. A Vistani caravan has 5 to 50 members, and is usually an extended family. The leader is a woman, called a *raunie*, and she is assisted by a man, called a *captain*. Caravans of 30 or more will be led by a raunie of at least 5th level and a captain of 4th level, while those of the greatest size will have a raunie and captain of at least 8th and 7th level, respectively.

Non-Vistani are called *giorgios*. While these individuals may be befriended or guided (or swindled), they will not be considered part of the Vistani fellowship.

The Vistani pursue a number of occupations. All caravans have at least some fortune tellers and entertainers, and characters of nearly any rogue or warrior class (except paladins) may be found among them. While the Vistani do not have clerics or priests of an organized religion, this role is fulfilled by individuals who function as shamans, mystics, healers, or oracles. Most of these are Vistani women.

Most Vistani live in traveling wagons. The typical wagon, called a *vardo*, is small wooden caravan wagon with a high arching roof and a door at the back. The driver sits at the front in an outdoor seat. Vardos are painted in vivid colors and might even have tiny windows of tinted glass, if the owner is prosperous. The vardo travels with a menagerie. Horses and faithful mongrel dogs trot along side. Crates of chickens may be strapped to the sides or beneath the wagon, and a tethered ox or goat may bring up the rear. Sometimes a trained bear accompanies the caravan, ready to amaze and entertain villagers at the next stop.

The campfire is the center of Vistani family life. Each night, the men build roaring fires and play their violins as young women dance and recount the oral history of the family. Older members recall important legends at these nightly gatherings.

Beyond the independent caravans, the Vistani clans are loosely united into a number of "tribes." The tribes are further united into three great Vistani "nations," called *tasques*. While each "nation" has its own manner of dress, appearance, and traditions, they all recognize each other as fellow Vistani. Each nation has certain crafts and services in which its members traditionally excel. The three distinct nations of the Vistani are the Kaldresh, the Boem, and the Manusa.

Kaldresh

The Kaldresh are "camp followers:" tinkers, smiths, animal trainers, and healers. They pride themselves in their ability to supply armies, trade caravans, adventurers, and others with the proper tools needed to defeat enemies, as well as needed healing after a battle. The Kaldresh have been known to supply both sides in a conflict, not really caring about the disputes of non-Vistani, but more interested in making a living. Tribes include the Kamii, Equaar, and Vatraska.

Boem

The Boem are consummate entertainers. Their camps are rife with bards, dancers, musicians, and con men. They seem to have the ability to turn even the most hostile audience into an adoring crowd, and frequently a charming Boem can convince an entire village to gamble away months of savings on a rigged game with a smile and a few well-placed words. They have a darker side; they also hire out as smugglers, kidnappers, and assassins, using their innate charm to circumvent obstacles that stymie others. Like the Kaldresh, the Boem might accept such assignments from all sides in a conflict, performing what they view as necessary, preordained tasks. Tribes include the Naiat and the Corvara.

Manusa

The Manusa are the rarest of the major tribes and are seldom encountered in numbers larger than a single family. They are the most mysterious and reclusive of the Vistani and the ones closest to the oldest legends of the race. They are tinkerers in the arcane: amulets, charms, potions, and lore. Rumor says they have the power to bend time and space to their will, and that they know much of ancient evils and how best to ward off or escape them. It is believed they guard the other Vistani from the return of their age-old enemy. Tribes include the Canjar and the Zarovan.

Ecology: The Vistani diet consists of roasted meat, goat's and mare's milk, berries and other fruit, and strong coffees.

They are a passionate people who value their arts and their families above all else. While they may befriend or defraud giorgios, they value their freedom, and also value honesty and loyalty among their own. They may join others against ancient and enduring evils if convinced the evil is a personal threat to the Vistani, or they may just move away. Only rarely will a Vistani become a true servant of evil, and these are invariably outcasts.

The Vistani earn their living in various ways, mostly through services, minor arcana, fortune telling, and entertaining, though they have a reputation for thievery. They occasionally hire out as guides. They have a knack for guiding parties safely to wherever they wish to go. (In these cases the Vistani perform exactly according to contract, not going beyond the letter of the agreement, but not falling short of it, either). They are not adverse to negotiating a new contract if the other party wishes. They are clever, and always find ways to honor their agreements, even if these have been made with conflicting sides.

Other Vistani

Unity with the caravan and tribe and their nomadic lifestyle is so central to the Vistani character that if one breaks from the tribe, a distinct transformation occurs in his or her personality. These solitary Vistani include several distinct types:

Darklings

Darklings are Vistani who have been cast out of the fellowship for unforgivable crimes against other Vistani (such as murder). While they appear much as other Vistani, their features are generally sunken and starved, and their eyes burn with hatred. They believe the world has done them a great wrong and now owes them a great debt. Thus, they take what they feel they need, without regard for the consequences. Darklings often lead or are found in bands of ruffians or bandits. They have no fortune telling abilities, but still possess their *evil eye* ability. The death of a darkling will be sensed by any nearby Vistani caravan; they will arrive on the scene to give the darkling a proper Vistani burial. Without such a service, they darkling will rise as an undead creature to continue extracting the payment the world owes him.

Dukkar

The dukkar is the product of a cursed union, and is fated to be an agent of the Vistani's shadowy enemy. He is a male Vistana born with the power to see into the future, and he will commit great atrocities in his lifetime. The dukkar is a blind spot in the Vistani ability to foresee the future, and any Vistani precognition is unreliable or fails outright when he is involved. Often, a dukkar will be immune to the Vistani *evil eye*. The Zarovan tribe has the duty to locate and destroy any dukkar before he reaches adulthood. If they fail, the dukkar will cause great upheaval and tragedy. Legend say that the dukkar's dark powers will increase in strength and number as he survives; these are unpredictable and unique to the individual.

Mortu

Vistani who give up the nomadic life to live among settled peoples are called *mortu*. They soon lose their powers of foresight and emerge as nervous, suspicious individuals who demand solitude on a regular basis. Some live by faking the talents of true Vistani, others join thieves' guilds or become adventurers. They are driven by a yearning for their former life and community, but are somehow never able to recapture it. In combat, they often fight wildly and ruthlessly, driven by a desperate despair.

Fahtah

The reclusive fahtah, often called a witch or a hag by non-Vistani, is a woman of the Vistani who has left her tribe to spend her days communing with spirits. Now she cackles gleefully at the shadows that flit past her campfire, as she speaks in long-dead languages to spirits that only she can see. Fahtah are loved by the spirits with which they commune, and any attack upon one will subject the attacker to a swarm of noncorporeal undead, as well as curses great in both number and power. A fahtah often retires from Vistani life because of some great tragedy, curse, or madness that has afflicted her or her immediate family.

Jellyfish, Giant (Portugese Man-o-War)

CLIMATE/TERRAIN:	Tropical ocean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–10
ARMOR CLASS:	9
MOVEMENT:	1
HIT DICE:	1 to 4
THAC0:	1-2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Transparent
MAGIC RESISTANCE:	Nil
SIZE:	S to L (2½'–10')
MORALE:	8 to 12
XP VALUE:	1 HD: 65 3 HD: 175 2 HD: 120 4 HD: 270

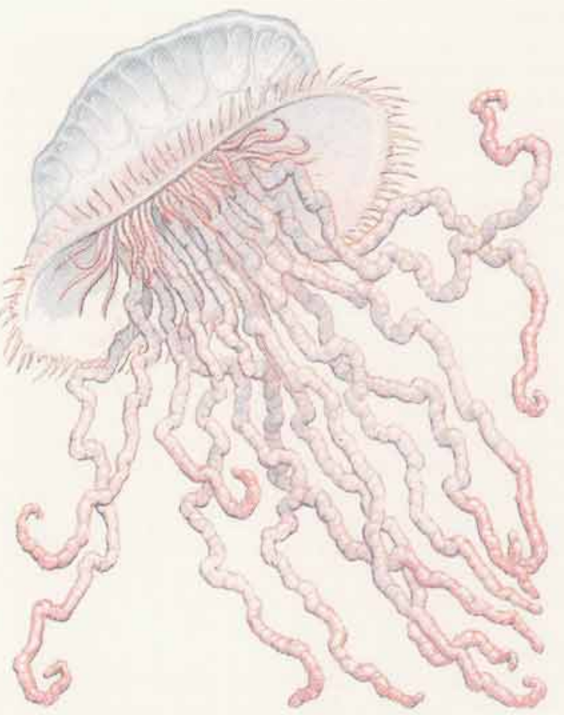
Portugese men-o-war are giant jellyfish that float in warm sea waters, trailing their deadly tentacles below. They most often float at or just below the surface of the ocean, and often wash up on beaches during storms. Some types are are nearly transparent; it is 90% probable that these will be undetected unless the creature encountering them is able to detect invisible objects.

Combat: The portugese man-o-war is a drifting hazard with no perceptible intelligent control of its movements except an instinctive reaction to avoid pain. Any creature touching the tentacles takes damage from their poison and must make a successful saving throw vs. paralyzation or be paralyzed for several hours. Paralyzed creatures will be drawn up by the tentacles and devoured in 3d4 turns.

Each portugese man-o-war has 10 to 40 tentacles. Their number and length is a function of the creature's size; for each Hit Die, the tentacles are 10 feet long. The diameter is also a function of Hit Dice. A 1 Hit Die portugese man-o-war is 2½ feet in diameter and has 10 tentacles that are 10 feet long. A 2 Hit Dice portugese man-o-war has a 5-foot diameter and 20 tentacles of 20-foot length. A 3 Hit Dice creature has a diameter of 7½ feet and 30 tentacles of 30-foot length, and a 4 Hit Dice creature has a diameter of 10 feet and 40 tentacles that trail downward 40 feet.

Each tentacle requires but a single hit point to sever, but this does not damage the creature. Only hits on the creature's body will kill it. Severed tentacles regenerate in several days.

Habitat/Society: Adult portugese men-o-war are solitary drifters, borne on warm ocean tides, though chance may well bring them together in larger numbers. They are most common in tropical shallows, and are rarely found deeper than light can easily penetrate (about 30 to 40 feet).



Occasionally storms wash portugese men-o-war up onto beaches, where their tentacles become partially buried in the sand and hard to see. This might result in a nasty surprise for a creature walking barefoot on the sand or digging by hand. Of course, scavengers like small crabs and sea birds make short work of the beached jellyfish.

Ecology: Certain types of small fishes seem to be immune to the paralytic poison and take refuge from larger predators among the tentacles, effectively luring such predators to the man-o-war. Some primitive tribes use the tentacles of portugese men-o-war in crude traps, and might construct crude scourges of short-lived effectiveness from the tentacles.

Sea Swarm

Immature portugese men-o-war are occasionally found in great swarms in tropical seas. They are attracted to light and vibration, and can deliver nasty stings to the unprotected. Being caught in such a swarm can be dangerous. The swarm as a whole is treated as a single creature of 2 Hit Dice; exceptionally large gatherings can be treated as multiple swarms. Each swarm as a whole has one attack per round, inflicting 1d4 points of damage and requiring a saving throw vs. paralysis. As such swarms move slowly and erratically, it is unlikely that a creature will suffer more than one attack unless the swarm is magically controlled. These jellyfish are too small to devour all but the smallest creatures they paralyze; however, they will feed on the scraps left by predators who tear apart their victims. Sea swarms can appear as a result of aquatic monster summoning.

Kalin

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1–6
ARMOR CLASS:	5
MOVEMENT:	18, Cl 9
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/2d6
SPECIAL ATTACKS:	Suprise, grapple
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Fanatic (18)
XP VALUE:	650

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottled brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles that look to be able to snap a small horse in half. Its sharp-edged forward limbs can make deadly slashing attacks, and the kalin are equally at home on horizontal or vertical surfaces.

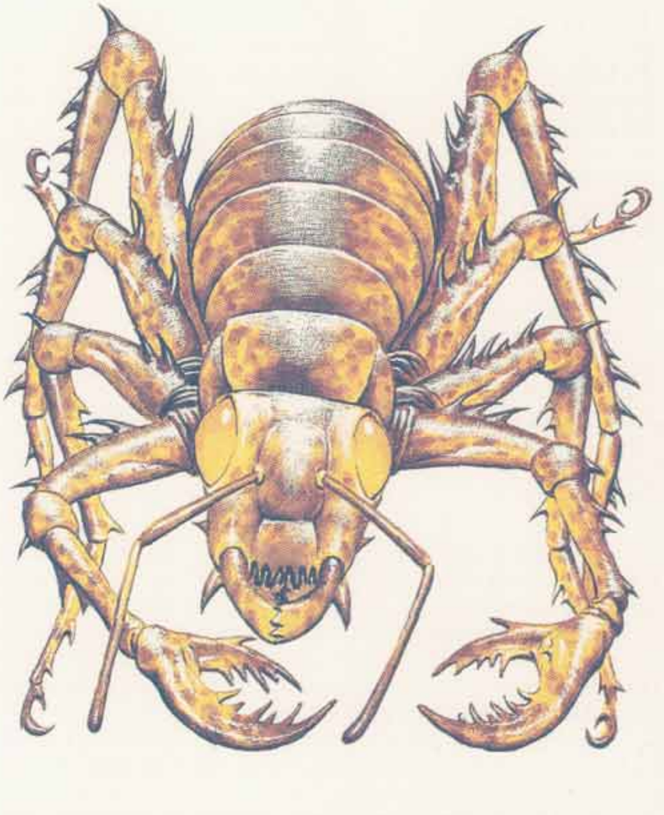
Combat: Each kalin can emit a sticky strand, like a spider's web, from its abdomen in order to lower itself from a cave ceiling to the ground below. Kalin often use this ability to surprise foes (–2 to opponents' surprise rolls). Kalin that strike from above with surprise and hit cause double damage in the first round of combat.

A kalin attacks three times per round. Its two slashing limbs attack like swords, causing 1d10 points of damage with every hit. Its crushing mandibles deliver 2d6 points of damage. In addition, if the bite hits, the kalin grapples its victim and holds it tight (causing only 1d6 points of crushing damage per round). The next round, the grappled victim is hit automatically by both slashing limbs and the crushing attack. A grappled individual can break free of the mandibles by making a successful open doors roll (creatures without a Strength rating save vs. breath weapon). If the victim doesn't break free, the slashing and crushing attacks hit again automatically each round, until the victim escapes or is killed.

A kalin ignores attacks made against it in favor of dealing with a victim grappled by its mandibles. However, if reduced to less than half its total hit points, a kalin releases a grappled creature in order to defend itself.

Habitat/Society: In the wild, kalin live in subterranean tunnels and caves as nomadic, solitary predators. As they are only slightly less aggressive than wall walkers (see Wall Walker), only a few live in close proximity to each other.

Mating season occurs in the late summer or fall. At this time, a mated pair will establish a nest and prepare to lay eggs. Kalin females lay eggs once per year, averaging 10 offspring per season. Eggs hatch three months after being laid, and the male remains with the eggs throughout their incubation period. After the eggs hatch, the parents and offspring go their separate ways. Kalin reach maturity in about six months' time and live to be about five years old.



Ecology: Kalin compete for food and living space with wall walkers. Kalin eat meat, hunting giant beetles, spiders, tunnel worms, and the occasional humanoid.

Some primitive cave-dwelling cultures use the chitinous plates of the kalin to fashion crude armor, weapons, and tools. They rarely kill kalin for this purpose, but instead will search the nearby tunnels for wild kalin that have expired.

Kalin Riders

Some cultures tame kalin and use them for mounts. "Tame" is a relative term: The kalin are difficult to handle and must usually be separated from other mounts and each other to avoid trouble. A special saddle and tack are necessary for the rider, if the kalin is to be ridden up walls and across ceilings.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts; a kalin and its rider can both attack the same foe in the same round of combat. Trained riders also receive the kalin damage bonus when dropping from above with surprise. Elite units may have other bonuses due to their extremely aggressive attack style.

One such unit, the templars of New Giustenal in the *DARK SUN®* setting, has four squadrons of 25 riders, each led by an 8th level captain who is assisted by a defiler mage of at least 7th level. All riders are wild talent psionics, and are armed with magical weapons.

Kholiathra

CLIMATE/TERRAIN:	Forests, elven lands
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1–6
ARMOR CLASS:	0
MOVEMENT:	Fl 24 (A)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Bad luck
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	25%
SIZE:	M (6′ tall)
MORALE:	Average (8)
XP VALUE:	650

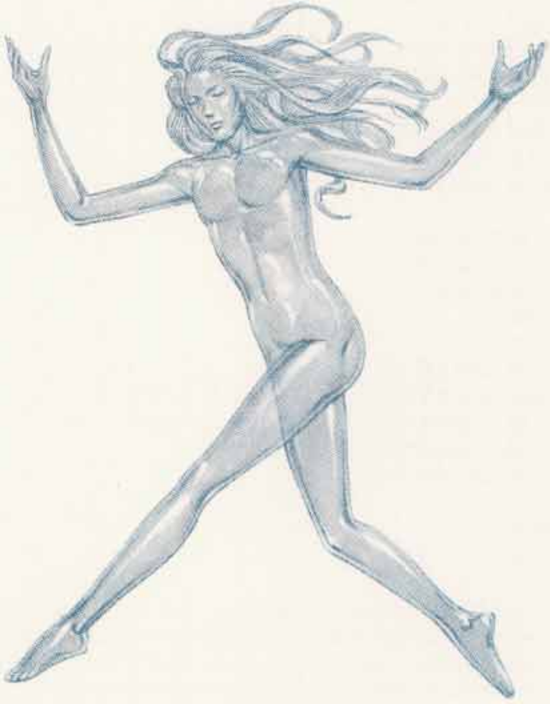
The kholiathra are cunning spirits, usually unseen, who keep watch on elven lands. They protect native elves, ward off lesser evils that stray too close, and avert minor accidents. Most elves are unaware of the kholiathra's existence, but these creatures are largely responsible for the good luck and happy existence of elven lands. In their natural state, kholiathra are slender and transparent humanoids with wispy, glassy outlines.

They normally shun the company of others than themselves, but can speak elvish and the common tongue.

Combat: Kholiathra can become completely *invisible* at will. They move as easily through the air as they do on the ground, and can fly without effort.

A kholiathra's main power is the ability to provide either good or bad luck to those nearby. The presence of a kholiathra may either add or subtract 4 (at the kholiathra's discretion) to the roll of any individual within 20 feet. Only one roll per round is affected, but this may include attack rolls, damage rolls, saving throws, and reaction and ability checks.

Otherwise, kholiathra generally do not fight, preferring to turn invisible and flee. If forced to fight, they can buffet enemies with invisible masses of force, causing 1d10 points of damage. Enemies striking at invisible kholiathra have a –4 penalty to their attack rolls.



Habitat/Society: Kholiathra tend to be found in small groups, often in association with elven communities.

As enchanted beings, kholiathra do not require food, drink, or other sources of mortal nourishment. They gain sustenance from sunlight, and often gather in meadows or other sunny areas. During these times, kholiathra are playful and carefree, cavorting and flying about. The sight of these beautiful creatures floating gracefully through the air, dancing and pirouetting, is a sight not easily forgotten.

They are positively inclined toward elves. Kholiathra enjoy living near elven groups or bands and using their powers to bring luck to chosen individuals.

Ecology: Some claim that kholiathra are the spirits of departed elves returned to serve their communities. Elven gods are said to send kholiathra to provide luck at births or during battles. It is certain that the island of Evermeet on Toril is under their protection.

Kholiathra are also found in numbers on the outer plane of Arborea, serving Sehanine and other Seldarine deities.

Laerti

	Laerti	Stingtail
CLIMATE/TERRAIN:	Temperate dry	Temperate dry
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Low (5–7)
TREASURE:	O (D)	O (Q,R,U)
ALIGNMENT:	Lawful evil	Neutral evil
NO. APPEARING:	6–48	2–13
ARMOR CLASS:	5	3
MOVEMENT:	18, Br 8	14, Br 10
HIT DICE:	3+3	7
THAC0:	17	13
NO. OF ATTACKS:	3	4
DAMAGE/ATTACK:	1d2 (or by weapon) ×2/ 1d6 (bite)	1d4+1 (or by weapon) ×2/ 1d6+1/2d4 (tail)
SPECIAL ATTACKS:	Nil	Poison (tail)
SPECIAL DEFENSES:	Nil	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7′ tall, 9′ tail)	L (12′ tall, 14′ tail)
MORALE:	Champion (15)	Fanatic (18)
XP VALUE:	120	1,400

Also called *asabis*, these desert-dwelling reptilian humanoids are superficially like the lizard men of the swamplands. Laertis tend to be brown or gray in hue, with dun or light green underbellies. They have yellow, egg-shaped eyes so bright that they flash in darkness, with horizontal slit pupils. Laertis can run on all fours or stand upright, but their tails are not prehensile.

Laertis resemble the tiny lizards of the sands; unlike lizard men their limbs protrude from their sinuous bodies at right angles, and they move with quick, ungainly gestures. Their narrow skulls have sloping foreheads that end in protruding brows and swing from side to side atop thin, awkward necks. They touch and smell partially with their flicking tongues, and have rough pebbly skin, with gashes for ears and noses. They wear only leather armor, and their sexes appear identical to human eyes.

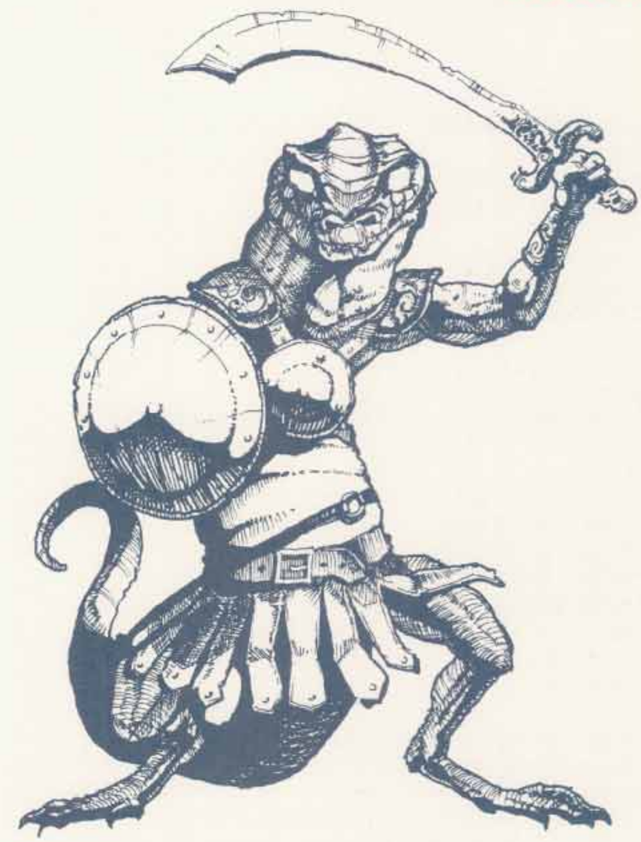
They speak their own sharp, chattery language.

Combat: Laertis hire themselves out as mercenaries to surface beings or they hunt desert nomads and less intelligent creatures on their own. They use any sort of one-handed sword they can fashion or capture, and crude crossbows (equal to light crossbows) which they carry slung on their backs. Laertis are quite cunning and enjoy ambushing prey. By strict rule, they do not fight among themselves.

Laertis can readily burrow into and out of the sand, rising silently from buried concealment to strike down foes. They can run swiftly on all fours, their serpentine tails twitching behind (their speed increases their effective Armor Class to 4 against missile weapons). At will they can rise upright on their rear legs to fight, or leap up to 20 feet horizontally or 15 feet upwards.

The same poisons affect laertis as affect humans, except that laertis are immune to stingtail poison.

Habitat/Society: On the surface of desert lands, laertis are only encountered at night. They spend the day hiding from the sun, either burrowed a few feet beneath the sand, in a cave, or huddled in a rock crevice. Their body temperatures prohibit them from activity in the hot sun; more than 2 to 5 turns of enforced marching or carrying in the sun will cause a laerti to collapse.



Left to themselves, laertis dwell in tribes under the rule of a council of elders and a war-leader. They may ally themselves with dark nagas and other evil creatures for mutual gain, or even adopt these into the tribe. Every laerti tribe has at least 2d8 stingtail members. Laertis have tunnels everywhere under the desert and often emerge by night to raid surface locales.

Ecology: Laertis eat the internal organs ("soft parts") of humans, camels, and other prey, tearing open the bodies and leaving the rest for the vultures. They also eat certain subterranean fungi, such as lichens, mushrooms, and myconids, and certain taproots that enter the depths from the surface world above.

Stingtail

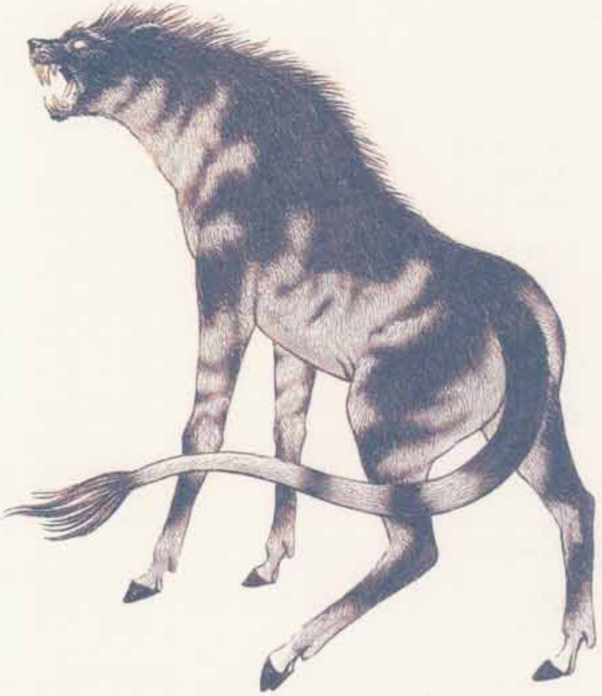
A rarer, larger variety of laerti, stingtails live peacefully with their laerti brethren. The two species are cross-fertile, 10% of the young being stingtails and the rest laertis. Stingtails are less intelligent, but larger and stronger, and usually content to follow the orders and aims of laertis. Stingtail color tends to be brown or dark reddish-brown.

Stingtails employ the same sorts of weapons in battle; however, their tails are prehensile and can slap for 2d4 points of damage or wield weapons. A stingtail making a successful tail slap can choose to release a spray of liquid poison through its pores (at will, up to 6 times per day). This caustic, vinegar-scented secretion causes victims to be *confused* for the round of striking and the following round, and the victim must save vs. poison or take type M poison effects (20/5, onset 1–4 minutes). Stingtails are immune to their own poison and to all known magics of the enchantment/charm school.

Leucrotta, Greater

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE TYPE:	Nil (D, Q×3)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3
ARMOR CLASS:	4
MOVEMENT:	18, or as current form
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1; see below
DAMAGE/ATTACK:	3d6; see below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M or L (variable)
MORALE:	Champion (15)
XP VALUE:	2,000



Greater leucrotta, also commonly called *changesteeds*, are ugly in looks and temperament in their base forms; like the common leucrotta, the changesteed is 7 feet tall at the shoulder and is 9 feet in length, with the body of a stag, a badger's head, a lion's tail, and the cloven hoofs of a goat. Whereas the leucrotta is tan and black in coloration, the greater leucrotta is covered in gray fur that darkens to black along its shoulders and head; its teeth are razor-sharp and are a revolting shade of greenish-gray, while its eyes are milky-white and empty of any emotion or heart.

This monster can, like a regular leucrotta, imitate a range of noises and voices (like human adults, children, or animals in pain) to lure prey into approaching within attacking distance. With this ability, greater leucrotta can speak common, their own language, and at least one other language if exposed to it regularly.

Combat: Changesteeds, in their base forms, attack with their ferocious bite for 3d6 points of edged damage; once it bites down, it can either let go and bite other foes, or it can maintain its bite, continuing its 3d6 points of damage until it relinquishes its hold or is killed. (Pulling free of a greater leucrotta's bite only requires a Strength check at a –2 penalty, but doing so still inflicts damage equal to its normal bite.) If the greater leucrotta successfully bites someone with a shield, the target must roll a saving throw vs. crushing blow for the shield or the shield is rendered useless, fully bitten through. Once the shield is gone, checks are made for any armor on later successful bites.

The ability that gives the changesteed its name allows it to alter its shape into any quadrupedal creature of size M or L that it has observed for more than one turn. Most greater leucrotta only shapechange into horses or stags, but some can change their forms into watchdogs, griffons, hippogriffs, and even owlbears. During these shapechanges (which take one round each), the changesteed's base form is visible for about 15 seconds between one form and the next.

While in altered forms, the greater leucrotta appears like the animal it imitates in all ways save one: Its teeth remain the same (as does its bite attack THAC0 and damage). In all other respects, the changesteed's strength, speed, AC, and movement style changes to reflect the form it wears; this allows it swifter escapes than normal, either with a horse's running speed or a griffon's flight. . . .

Most animals do not react to the presence of greater leucrottas, but cats somehow sense that something is amiss, and actively avoid them in any form. Spells that check intelligence or alignments (like *true seeing*) and psionics can detect changesteeds in any forms; however, few check to see that animals are what they seem (suspecting trouble only from people).

Habitat/Society: With the added abilities to camouflage itself among normal creatures, greater leucrotta can be found in nearly any temperate areas rather than just secluded ruins. It also works with creatures rather than just preying on them; one most effective alliance has greater doppelgangers and greater leucrottas wandering in the midst of a great city disguised as paladins on war horses.

The eating habits and lairs of changesteeds are far better than normal leucrotta; while they still prefer freshly killed meat, changesteeds take care to keep the charnel stench of carrion from their breath and their lair (as it would nullify any disguise).

Ecology: With their added intelligence and shapechanging abilities, greater leucrotta are not considered or treated as outcasts like the normal leucrotta. If changesteeds are flattered and carefully swayed with sound motivations, they can become good allies for intelligent thieves or other less-than-noble types. Greater leucrotta only allow folk to ride them as steeds when they feel they are equal or greater partners in any bargains; their allies play this up often, since the monsters seek only food (leaving the treasures to them).

Like the leucrotta, changesteed hides are useful in creating *boots of springing and striding*; in addition, their shapechanging abilities grant the hide special properties that can, with proper preparation, duplicate those of a *cloak of elvenkind*. Lastly, greater leucrotta hooves are especially sought after as heels for *boots of varied tracks*, allowing wearers to create prints of dogs, goats, horses, stags, and wolves.

Lich, Suel

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius
TREASURE:	P, Q (A)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	As host (7)
MOVEMENT:	As host (12)
HIT DICE:	15+
THAC0:	16
NO. OF ATTACKS:	1 touch + paralysis
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Death gaze (under 3 HD paralyzed if save), paralysis touch, ignores armor, touch destroys items
SPECIAL DEFENSES:	+1 or better weapon to hit; immune to 1st and 2nd level spells, mind-affecting spells, and death magic
MAGIC RESISTANCE:	1% per Hit Die
SIZE:	M (5'-6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	10,000 + 1,000/level above 15th

These powerful wizards endure the centuries by transferring their life forces from one human host to the next.

The host of a Suel lich appears as a human with coarse, leathery skin and eyes that glow an ominous black fire. As the Suel lich grows in power, its skin becomes a thick hide, and the fire in its eyes becomes more pronounced. At the host body's venerable age, the Suel lich is little more than wrinkled husk whose entire head is bathed in black fire. While without a host body, the essence of the lich appears as a human shadow of fiery black energy.

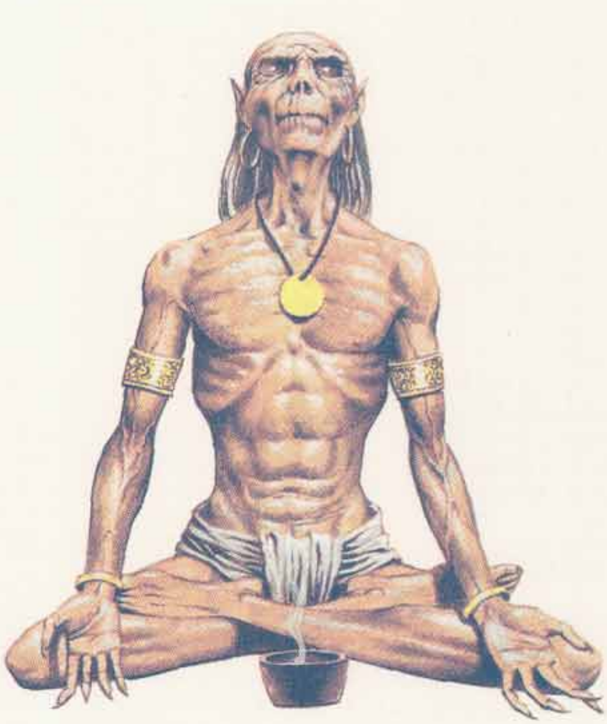
Combat: Although it normally doesn't go looking for a fight, the Suel lich revels in combat against weaker foes. Any creature with fewer than 3 Hit Dice that gazes into the fiery eyes of the Suel lich must save vs. death magic at +3 or die of fright. Those who make their saves are paralyzed with terror for 1–4 turns, and are at the mercy of the evil creature. Creatures with 3 or more Hit Dice are unaffected.

The touch of a Suel-lich causes black flame to erupt from the body of any creature touched. This attack ignores all armor; creatures suffer 1d10 points of damage upon contact, and any item touched in this way must successfully save vs. magical fire or be damaged. Also, any living creature touched must make a saving throw vs. paralysis or be unable to move. The paralysis lasts until dispelled or until 24 hours pass.

The Suel lich can be hit only by magical weapons of +1 or better enchantment or by monsters with 7 or more Hit Dice. In addition to its natural magic resistance, the Suel-lich is immune to all mind-affecting spells, death magic, and all wizard and clerical spells below 3rd level. Because of its unique connection with the Negative Material Plane, a Suel lich touching a creature protected by a *negative plane protection* spell takes 5d10 points of damage unless its magic resistance blocks the effect.

A Suel lich casts spells as it did before its transformation, but its spells do not require material components.

A Suel lich is turned as a special undead.



Habitat/Society: When the empire of the Suel was destroyed by the Rain of Colorless Fire more than a millenium ago, some of the few creatures to survive the destruction were the Suel liches. Several migrated from Oerth to other worlds. Some of these liches still roam, questing for wealth and power, while others exist in hidden strongholds, continuing their ageless research. Regardless of its intentions, a Suel lich always attempts to hide its true nature. Since little knowledge (written or oral) survived the Colorless Fire, only a handful of sages and loremasters have even heard of such creatures.

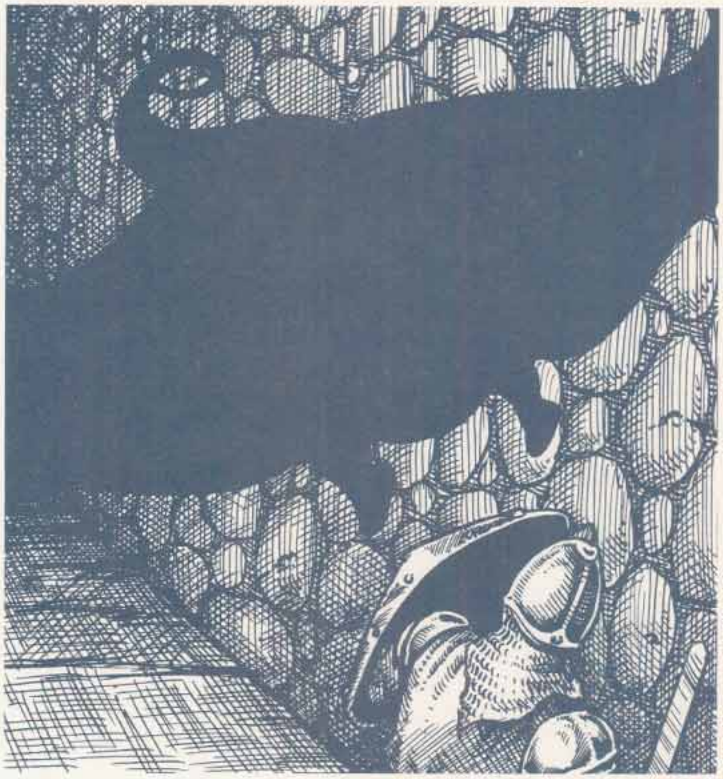
Ecology: The Suel lich is an unholy amalgamation of the human body and energy from the Negative Material Plane. Upon transformation into a Suel lich, the essence of the wizard is converted to negative energy that needs a human body to inhabit. The essence of the lich ages the body at three times the normal rate, burning it out after a short time. Each time a Suel-lich gains a level, burns out a host, or is reduced to zero hit points, it must find a new body.

At this time, the essence of the lich must take a host with Hit Die or levels at least equal to the lich's level minus 15. For example, a 19th level Suel lich requires the body of at least a 4th level human. If the victim is unable to resist or gives his or her body willingly, no saving throw is allowed against the transformation. If the victim is able to resist, a saving throw vs. death magic at –1 is allowed to resist the takeover. Failure displaces and utterly destroys the life force of the victim; it cannot be *raised*, *resurrected*, or even restored by a *wish* spell. If the host body is destroyed, the lich has one hour to inhabit another body or its spirit disperses into nothingness. While in this form, a *dispel evil* or *holy word* can destroy it forever.

Lurker, Shadow

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Fl 9 (B)
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ square)
MORALE:	Champion (15)
XP VALUE:	1,400



Shadow lurkers appear similar in shape to normal lurkers, a large manta-ray that skulks along ceilings and walls, though it is less distinct or material—it is, as its name suggests, a dark shadow in the shape of a lurker. Though its silhouette would normally be quite effectively hidden in a shadowy dungeon, they can be detected easily since any shadows cast by light sources (including those of the PCs) are pulled toward the shadow lurker, pointing out its presence by directional movement. Where shadows move in the light of a flickering torch the only nonmoving shadow is likely to be this monster.

Combat: The shadow lurker is a slow creature that waits for its prey to come to it. When creatures are underneath or beside it, it can attack 1 to 3 man-sized opponents within 20 feet. During its initial attack, the area appears to be filled with a thick dark mist for 1 round. When it envelops its victims, their skin and clothing turn jet black; sages describe it like a thin coating of black ink. The shadow lurker is only paper-thin, and wraps tightly around its victims.

Those within its body take 2d4 points of damage from the numbing cold and also lose 1–2 points of Strength per round; victims are killed when either their Strength scores or hit point totals reach 0. Enwrapped victims can attack the shadow lurker from within if they had a weapon in hand and they can make a successful bend bars/lift gates roll to move against the monster's constricting attack. Any attacks against the shadow lurker from without have a chance of also damaging its engulfed victims. Weapons attacks do full damage to one victim on a 75% chance (roll at random if more than one character is enveloped) as the shadow lurker can pull its own prey into the area of attack. Area effect attacks do half damage (or quarter damage with successful saving throws) to all enveloped victims.

A shadow lurker moves very slowly, but it can manipulate its body to fit through any crevice. It flees by flying to the nearest crack (like a doorway or crack in the stone), retreating in this manner if reduced to 30% or fewer hit points. Shadow lurkers store the Strength points absorbed from victims; when they absorb and store 50 or more Strength points, they split to become two creatures. As a solitary creature, the new shadow lurker immediately leaves the vicinity to find its own hunting grounds apart from its parent.

Shadow lurkers are immune to all sleep, charm, or hold spells. They are also immune to damage from cold-based attacks. While *faerie fire* and *light* do not bother the shadow lurker beyond their normal effects, *continual light* spells paralyze shadow lurkers for a number of rounds equal to the spellcaster's level. *Color spray* does not affect this creature normally; it inflicts 2d6 points of damage to the shadow lurker with no effect on its trapped victims. Despite its name and abilities, the shadow lurker cannot be turned by clerics.

Habitat/Society: Aside from brief contact after creating another shadow lurker, these monsters shun all contact with others of their kind. They can detect the presence of other shadow lurkers from hundreds of yards away and will immediately leave if they wander into the area controlled by another of their kind. They also can sense the presence of shadows as well, and the two hate each other fiercely, always attacking if they are within 50 feet. They have no apparent goals or purpose other than to feed and multiply. It is unsure how or even if they communicate. Given their solitary nature, it seems unlikely.

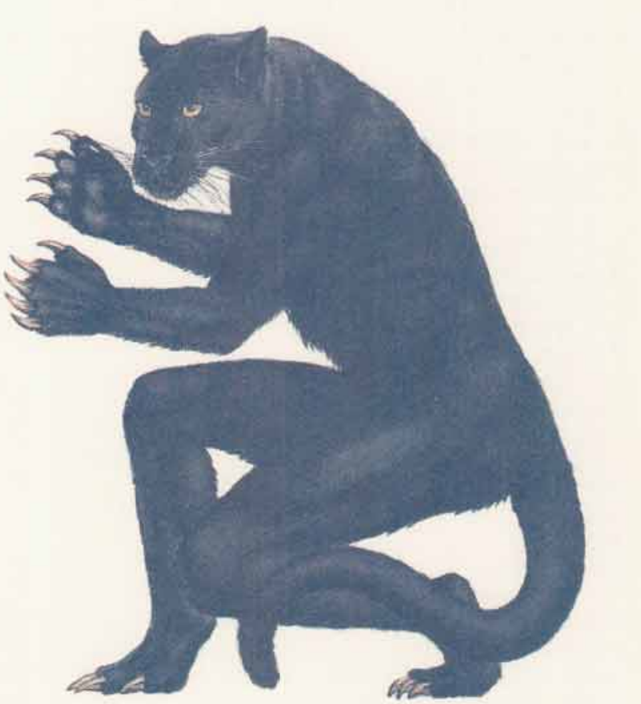
Ecology: Shadow lurkers gladly attack and slay any living creatures and even some undead (like shadows). However, their slow movement rate and the ease with which they are detected makes them a risk only to the unwary.

Shadow lurkers completely destroy the physical remains of their prey. Their victims dissolve into insubstantial shadows and are absorbed into the lurker's body. Only the victims themselves are absorbed; all possessions are left behind. Using a *wish* to restore a person's body after its absorption into a shadow lurker merely creates a shadow in the form of the departed person, and it immediately attacks.

Save for the fallen equipment of their latest victims, shadow lurkers gather no treasure. When an area becomes too filled with equipment from past victims, the monster leaves to find a new location lest the remains make new prey wary.

Lycanthrope, Werepanther

CLIMATE/TERRAIN:	Tropical hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Pride, tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (C)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1–2 (2–8, lair)
ARMOR CLASS:	4
MOVEMENT:	12 (15 cat)
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	2 weapons (2 claw/1 bite cat)
DAMAGE/ATTACK:	By weapon (1d3/1d3/1d6 cat)
SPECIAL ATTACKS:	Scarring (rake 1d4/1d4 cat)
SPECIAL DEFENSES:	Silver or +1 weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Elite (14)
XP VALUE:	420
Panther Lord	3,000+



Werepanthers are a rare variety of lycanthrope found mainly in tropical mountains. The result of ancient juju rituals to marry the power and senses of a wild beast to a man, werepanthers serve their creator, the shaman panther lord.

Werepanthers have a panther form, a human form, and a humanoid form. The panther form is much like a mountain lion, only coal-black in color. The human form is dark-skinned and powerful, with exceptional strength and dexterity. The principal form is the humanoid form: the face is feline, the body is covered with black fur, the amber eyes are intelligent and piercing, and the fangs are sharp. This form is more massive than the human form, but lithe, and the humanoid werepanther moves with a slinking, predatory walk.

Werepathers in humanoid form can speak, but find the human tongue difficult; they tend to snarl. They can also communicate with each other and other great cats in a feline language of snarls, growls, roars and coughs.

Combat: In panther form, a werepanther attacks with two claws and a bite. If both claws hit, it makes two raking attacks with its rear claws. None of these attacks inflict lycanthropy.

In humanoid or human form, werepanthers typically carry cruel, black maces of jet, fashioned to resemble a clawed panther's paw (1d8 damage), a wickedly curved knife of the same material (1d4+1) and, if overseeing slaves, a short, barbed whip (scourge: 1d2). If a natural 20 is rolled with the scourge, the weapon strikes the opponent's face, with a 70% chance of *scarring* (–1 to Charisma) and a 10% chance of blinding one eye. The humanoid form's strength adds +1 to weapon damage.

Werepanthers can be hurt only by silver weapons or magical weapons of at least +1 enchantment. Silver weapons inflict half damage, while magical weapons cause normal damage. At death a werepanther reverts to human form.

Habitat/Society: In panther form, werepanthers conform to the behavior of great cats. This form is taken for hunting and recreation. They rarely take human form, except when living among or near humans. The preferred form is the humanoid form, which they take when living in their own communities far from men. Werepanthers in all forms tend to be proud, arrogant, and somewhat unapproachable.

Werepanthers are deadly night hunters. They are catlike in their habits: aloof, mysterious, clean, clever, and cruel in playing with their prey. They are led by an individual of exceptional power, a true lycanthrope with the abilities of a shaman or witch doctor (see below).

Werepanthers live in isolated settlements of crude huts, surrounded by a wooden palisade if huge or gargantuan predators frequent the area. Werepanthers are slave-takers, and raid for captives to do menial labor. The typical settlement will have two to three times as many slaves as werepanthers. The werepanthers are cruel masters. They use their scourges freely to discipline and punish their slaves, rather than as weapons of war.

Ecology: Werepanthers are meat eaters, preferring their food uncooked and bloody. They prey upon human and humanoid tribes in their territory and claim werejaguars, weretigers, and wemics as bitter enemies. Strong opponents may be captured and taken back to the settlement to become werepanthers themselves.

Panther Lord

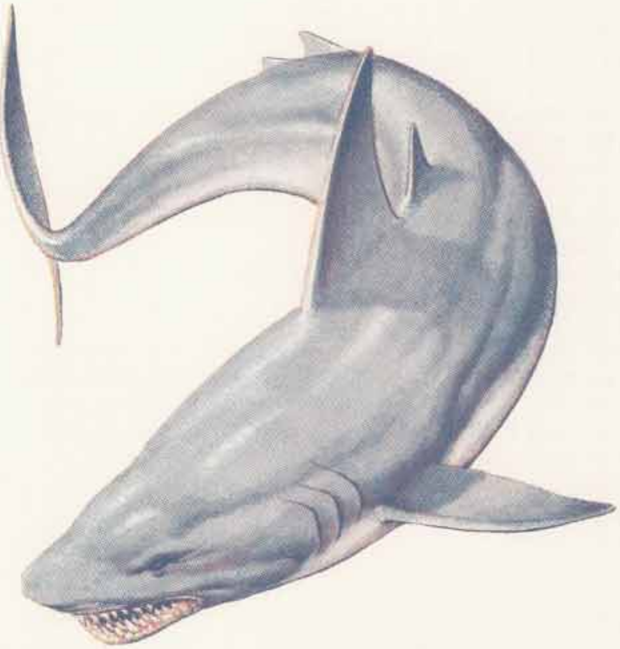
This is the most powerful werepanther of the tribe, and the only one whose bite transmits lycanthropy. This individual has at least 8 Hit Dice and the powers of a shaman or witch doctor as well. The panther lord can command domestic cats and great cats of mountain lion size or less. Upon the death of the panther lord, all werepanthers of the tribe permanently revert to their human form.

When the panther lord bites an individual, on the next full moon, that individual goes through horrible convulsions as the disease takes its course. The victim's face and body change so that former associates do not recognize him. His face darkens to an umber hue, and he grows stronger and more agile. After three hours, the victim's alignment changes to lawful evil and he gains the powers of a werepanther.

Lycanthrope, Wereshark

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Exceptional (5–16)
TREASURE:	Nil (W; see below)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Sw 18
HIT DICE:	10+3
THAC0:	9
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	5d4
SPECIAL ATTACKS:	Surprise, swallow
SPECIAL DEFENSES:	Silver or +1 weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (20′ long)
MORALE:	Steady (11)
XP VALUE:	4,000



The wereshark is an avaricious hybrid of man and shark. These huge predators destroy large caches of fish (and fishermen) and have been known to attack nearly any form of aquatic life, including the intelligent races such as tritons, sea elves, and mermen.

The wereshark is a huge, muscular brute when in human form, and it takes the form of a great white shark when transformed. Cruel and arrogant in its human form, a wereshark is even more vicious in its shark form.

Weresharks can communicate with and command ordinary sharks (35% chance).

Combat: In human form, weresharks tend to use their inordinate strength (18 to 18/00) to savagely attack people hand-to-hand; with an attack roll of 20, weresharks can rip an arm off grappled opponents (those held for one round). If outnumbered by more than three to one or attacked with weapons, weresharks create distractions and quickly abandon the encounter, fleeing toward water and transforming to shark form for an easy getaway.

When entering combat in the water, a wereshark swims beneath its opponent to have a clear attack on its victim's legs. The wereshark knows its enemies will find this attack nearly impossible to predict or defend against (surprise rolls at –6). Wereshark bites cause 5d4 points of damage and result in a number of severe gashes. Weresharks do not lock their jaws on their prey, but either gnaw and bite at their leisure or swallow their prey whole.

If the attack is successful and exceeds the minimum roll to hit by 5 or more, the wereshark engulfs its victim in its jaws and swallows him or her whole; for example, a wereshark needs an attack roll 5 to hit a selkie (AC 5) and can swallow it whole with an attack roll of of 10 or more. In its stomach, a swallowed creature suffers 15 points of damage per round; if armed with an edged weapon, the victim can attempt to cut himself or herself free (attacks at cumulative –1 penalties per round until free or dead) but the wereshark must lose more than 50% of its hit points before the victim is free.

A wereshark is affected only by silver or enchanted weapons. All others are either deflected off the skin or slice harmlessly through the outer skin, causing a flesh wound that heals immediately. Attacks from within (by swallowed victims) can be made with any edged weapons, but the difficulty of movement within the wereshark's stomach still makes THAC0 rolls necessary against an Armor Class of 5.

In human form, weresharks can breathe underwater for one hour. If they do not get air after this time, they suffer 1d10 points of damage per round until they drown, breathe real air, or transform into their shark forms.

Habitat/Society: Human weresharks are primarily solitary creatures in either form. Occasionally, they might cooperate on a limited basis with each other, with sahuagin, or with priests of various evil sea gods, but these instances are quite rare. Weresharks are, first and foremost, individualists out for their own gain.

The wereshark typically has an entourage of several common sharks, which attack in concert with the wereshark. In heavily shark-infested waters, the scent of blood often brings swarms of sharks and whips them into a feeding frenzy. Weresharks, out of cruelty, often make passing attacks at victims simply to entice other sharks into attacking them while it waits to collect any treasures, such as magical weapons and items.

Ecology: Weresharks in human form tend to be maimed in some way (missing limb, eye, severe scars, or other disfigurement), though these marks are not evident when they are in shark form. Weresharks are fiercely territorial, staking claims on sunken ships or undersea caves and defending them to the death. They often plunder these areas so they can use the treasures found for their own gain above the waves.

There are also persistent rumors among the sea-dwellers of sahuagin weresharks that are treated as holy warriors and are larger than any known human weresharks (12 Hit Dice).

Mammal, Giant

Name	#AP	AC	MV	HD	THAC0:	#AT	Dmg	ML	SA	XP
Badger, giant	2–5	4	6, Br 3	3	17	3	1d3/1d3/1d6	Steady	Nil	65
Beaver, giant	4–40	6	6, Sw 12	4	17	1	4d4	Average	Nil	120
Boar, giant	2–8	6	12	7	13	1	3d6	Steady	Special	650
Hyena (hyenodon)	2–8	7	12	5	15	1	3d4	Average	Nil	175
Porcupine, giant	1–2	5	6	6	15	1	2d4*	Unsteady	Shoot quills	650
Otter, giant	2–5	5	9, Sw 18	5	15	1	3d6	Average	Nil	175
Skunk, giant	1	7	9	5	15	1	1d6	Average	Musk	420
Weasel, giant	1–8	6	15	3+3	17	1	2d6	Elite	Drain blood	175
Wolverine, giant	1	4	15	4+4	15	3*	1d4+1/1d4+1/2d4	Elite	+4 to hit, musk, intelligence	975

Badger, Giant
These semi-intelligent, burrowing mammals are typical solitary. Their speed accounts for their high armor class rating. They are fierce fighters and will staunchly defend their territory. If more than one is encountered, it will be a mated pair (and young). Giant badgers are sometimes found as guard animals in gnomes lairs (20% chance for 3 to 12 giant badgers in a lair). Giant badgers grow to twice the size of their smaller cousins (to size M).

Beaver, Giant
These docile animals, of low to average Intelligence, are about 6 feet long when fully grown (size M). They normally flee any attack, but will fight fiercely if cornered or if their huge lodge is attacked. They live in a lake created by their vast dam, and in its center is their lodge, a veritable castle of mud and logs with walls not less than 5 feet thick. The entire community lives in this single dwelling, and when the alarm is sounded (a tail slap in the water), all beavers rush to this place to defend it and the young. For every adult, there will be a young one. Giant beavers sometimes trade, and if coins or other valuables are offered, they can sometimes be persuaded to undertake the building of dam-like constructions if there is water near the building site for them to work from. They prize highly certain barks and tender twigs, notably birch, aspen, and willow.

Boar, Giant
This large prehistoric forerunner of the wild boar has animal intelligence and is very aggressive. An adult stands about 5 feet at the shoulder. If three or more are encountered, there is a 25% chance for 1 to 4 young (2 to 6 HD, Dmg 1d4, 1d4+1, 1d6+1, 2d4, or 3d4). Boars and sows fight equally, and will fight for 1 to 4 rounds after reaching 0 to –10 hit points, dying immediately at –11 or more hit points.

Hyena, Giant (Hyenodon)
These prehistoric pack animals dwell on warm plains. They are large hunter/scavengers with very strong jaws and are aggressive if hungry. They have animal intelligence. Gnolls sometimes use giant hyenas as guard animals (20% chance for 2 to 12 hyenodons in a lair).

Otter, Giant
These large creatures dwell in lakes and rivers. They are semi-intelligent and basically non-aggressive, but if threatened or cornered they can fight fiercely. Giant otters love to play—sliding and tag are favorite pastimes. If such play is in progress when they are encountered, these creatures might panic horses, overturn wagons, accidently break carts, etc. In water, similar danger exists with regard to boats and other small craft.

If discovered in their lair (10% chance), there will always be 5 otters—2 adults and 3 young (40%–70% grown). The parent animals will always attack in this case. The young will defend themselves.

Porcupine, Giant
Giant porcupines are found primarily in wooded areas. They are stupid (even for animal intelligence) and non-aggressive, but if threatened, they are able to defend themselves with ease. These large creatures view any approach within 30 feet as a threat. The creature's main defense is its ability to shoot 1 to 8 quills from its tail, up to 30 feet, each inflicting 1d4 points of damage. Also, as the quills are 3 feet long, any attacker coming within 6 feet of the creature will suffer damage from 1 to 4 quills as a result of the giant porcupine's defensive movements. There is no practical limit to the number of quills available to the porcupine. The creature can also bite with some effect, but only in the most desperate defense (10% chance per round of biting when the creature is more than 50% damaged).

Skunk, Giant
Giant skunks are forest-dwelling omnivores, not adverse to raiding human camps for food. These man-sized creatures will react to any serious threat by backing towards the foe, and if the other creature does not quickly get beyond 60 feet distant, the giant skunk will release a spray of vile musk in a cloud 20 feet wide by 20 feet high by 60 feet long. Any creature in the area failing a saving throw vs. poison will be blinded for 1 to 8 hours. In any event, the musk causes the creature to retreat a full move and lose 50% of both Strength and Dexterity due to nausea for 2 to 8 turns. Further, any creature touched by the skunk's musk will have a disgusting stench. Other creatures will shun it. All cloth material will rot and become useless, including magical garb that fails a saving throw vs. acid. Creatures and non-cloth garments and equipment must be washed and aired for several days to be completely free of the stench. Giant skunks have animal intelligence.

Weasel, Giant
Giant weasels hunt prey aggressively, and will attack until destroyed. They favor woodlands, but also roam subterranean places. They have animal intelligence and are man-sized. In addition to its bite, the giant weasel drains blood, for on the melee round after it successfully bites, it does not release its prey, but instead sucks the blood from the victim at a rate of 2d6 points of damage per round.

If taken before half-grown, and carefully trained, giant weasels can sometimes (25%) be used as hunting animals and guards. When encountered in the lair (15%), there will be 4 or more giant weasels—2 parents and the rest young from 10% to 80% mature. The young also attack, inflicting damage appropriate to their development.

Wolverine
Giant wolverines inhabit only colder regions. They are vicious, destructive carnivores that kill wantonly. Bears and wolves respect these creatures' ferocity. Their speed is partially responsible for their high armor class, and their ferocity gives their attack rolls a +4 bonus. An opponent to the rear can be squirted with its disgusting musk, which acts like that of a giant skunk (see above).

A giant wolverine will purposefully destroy food or human goods of any sort by spraying musk upon the unwanted items. Although only semi-intelligent in most things, the giant wolverine is exceptionally intelligent with regard to hunting and combat.

Mammal, Herd

Name	#AP	AC	MV	HD	THAC0:	#AT	Dmg	ML	SA	XP
Bull (wild ox)	1–20	7	15	4	17	2	1d6/1d6	Average	Charge	175
Caribou	2–16	7	21	3+2	17	1	2d6 (1d3/1d3)	Unsteady	Nil	120
Goat, giant	1–12	7	18	3+1	17	1	2d8	Unsteady	Charge	175
Hippopotamus	2–12	6	9/12	8	12	1	2d6 or 3d6	Average	Special	975
Llama	1–12	7	15	2	19	1	1d3	Unreli.	Spit	65
Ram, giant	2–8	6	15	4	17	1	2d6	Average	Charge	175
Rhino., 1-horn	1–6	6	12	8	13	1	2d4	Unsteady*	Charge	975
Rhino., 2-horn	1–6	6	12	9	11	1	2d6	Unsteady*	Charge	1,400
Stag, wild	1–4	7	24	3	17	1 (2)	2d4 (1d3/1d3)	Unsteady	Nil	65
Stag, giant	1–2	7	21	5	15	1 (2)	4d4 (1d4/1d4)	Average	Nil	175

* See description

Bull
This category includes wild aurochs, oxen, and yaks. Bulls are dangerous, being aggressive and easily aroused. A typical bull is semi-intelligent and large, standing about 5 feet at the shoulder. If approached within 80 yards, there is a 75% chance it will attack. A bull charging at least 30 yards inflicts 3d4 hit points of damage, plus an additional 1d4 points of trampling damage. When a herd is present, there will be several bulls to defend it.

Caribou
These herbivores inhabit subarctic steppes and tundra. They are generally similar to stags, except as noted. They have animal intelligence and are large, standing 4 to 5 feet at the shoulder and weighing about 700 pounds. Herds may have up to 100 animals. They are important to tribal cultures in their region: it takes about 12 skins to make a complete winter suit or a kayak, 5 to 6 hides to make a sleeping roll. Their fat is burned in oil lamps and their antlers are used for tent pegs, tool handles, chair frames, and so on.

Goat, Giant
These reclusive herbivores dwell in hilly country. They are semi-intelligent and stand 5 feet or more at the shoulder. If more than 7 are encountered, the remainder will be young. They will aggressively defend themselves against any threat. They have one attack, a butt with two sharp horns. A giant goat charging at least 30 yards adds +4 points of damage when it hits. In rare cases, these animals have been tamed as steeds.

Hippopotamus
Hippopotomi are found in the lakes and rivers of tropical regions. They are large creatures of animal intelligence. Although they are herbivores, they will aggressively defend their territory. A hippo bites with exceedingly strong jaws; a bull will inflict 3d6 points of damage. There will be 1 to 4 bulls in the herd, one for every 4 animals. If a boat or canoe passes over submerged hippopotomi, there is a 50% chance that a bull will emerge under it and tip the craft over. Hippopotomi travel underwater by running along the bottom (at a rate of 12), and can stay submerged for 15 minutes.

Llama
These sure-footed herbivores are used as pack animals in some mountainous regions. They are about 4½ feet high at the shoulder and weigh about 300 pounds. They spit like camels when annoyed (50% chance, blinds for 1d3 rounds), and are prone to bite. They generally refuse loads over 50 pounds.

Ram, Giant
These are giant sheep found only in hilly or mountainous regions. They have animal intelligence and are large, standing about 6 feet at the shoulder. A flock will consist of a ram, four ewes, and the balance will be lambs. All full-grown specimens will conform to the statistics. Males that charge to attack will deliver a butt of double damage. They are not normally aggressive, but if they believe the flock is threatened, they will defend it to the death.

Rhinoceros
These are aggressive herbivores, found in tropical savannahs. They are large and of animal intelligence. A few types are less aggressive and will run away if they feel threatened, but most will charge. A rhinoceros that fails a morale check will charge 50% of the time. Rhinoceros have poor eyesight, but good hearing and smell. If more than half the possible number are encountered, 1 or 2 will be young.

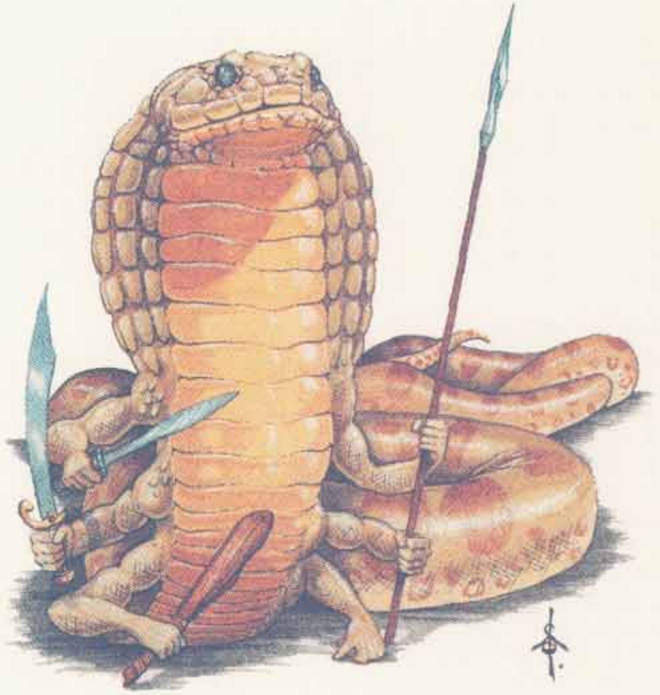
A charging rhino inflicts double damage. It will also trample any creature low enough for this action, attacking twice with its forefeet and inflicting 2d4 points of damage with each successful hit.

Stag, wild
Stags are herbivores found in temperate forests and meadowlands. They are the aggressive males of a herd that numbers 4 to 8 times the number of stags encountered. They are large creatures of animal intelligence. The stags will defend the herd against all but the most fearsome opponents, attacking with their branching horns or lashing out with their sharp forehooves.

Giant Stag
These are simply exceptionally large stags. A typical giant stag is 7 feet tall at the shoulder and weighs over 1,500 pounds.

Marl

CLIMATE/TERRAIN:	Temperate or tropical swamps and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to Very (8–12)
TREASURE:	R
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	6
MOVEMENT:	6, Sw 24
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3 to 8
DAMAGE/ATTACK:	1d2+4 each or by weapon +4
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Immune to charms, mental attacks, and psionics
MAGIC RESISTANCE:	Nil
SIZE:	G (40′ long)
MORALE:	Elite (14)
XP VALUE:	6,000



Marls are giant aquatic snakelike creatures with hoods like those of cobras. Three to eight arms sprout from a marl's long body, each about three feet long and ending in a hand like that of a human. These creatures are usually brown, with white underbellies, though those that live in especially verdant swamps often have green splotches. Their arms have the same colors as their bodies, and are covered in fine scales.

Marls, sometimes called *slime devils*, can be found in the wild, in swamps or along rivers. They are often willing to serve as guardians or mercenaries, especially for snake-like creatures such as yuan-ti or ophidians. A marl usually speaks the language most common to its home region.

Combat: Marls are immensely strong and very aggressive. They float in water until prey gets very close, then attempt to strike with surprise. There is one exception: marls become frenzied at the sight of any type of bird, attacking without planning, ignoring morale and attacking until all birds in sight are dead, or until slain themselves.

Marls never attack with a bite, instead using their fists. A marl has 1d6+2 arms, each of which ends in a hand that can make a fist, ranged along its body. On occasion, marls use weapons, usually improvised clubs, but sometimes weapons from previous victims. Marl mercenaries are often given good weapons by their employers. Wild marls never use missile weapons, though they can be taught how to use them by a patient instructor.

Marls receive a bonus of +4 damage to each of their melee attacks, armed or unarmed, as listed above, because of their great strength. A marl can attack several opponents at the same time, if they are ranged along the creature's length; the marl's body is supple enough that it can quickly whip around to bring more arms to bear against several opponents clustered at its head.

A marl can also constrict an opponent. To do so, it must first grab the opponent with at least one hand; this requires a normal attack roll and causes no damage. The creature must then make a second attack roll in the same round; if this succeeds, the marl wraps one or more coils of its body around the victim, constricting for 6d6 points of damage per round until the victim is freed or killed. A victim can get loose by making a successful bend bars/lift gates roll, with a –20% to normal chances. A marl can make no other attacks in the first round of constriction, but can thereafter use all or most of its arms to attack other opponents, depending on where those opponents are.

Marls are immune to mental attack, including psionic attack, as well as *charm* spells of all types. *ESP* and similar spells are ineffective on marls.

Habitat/Society: Marls have no real culture of their own. Though a few of them might be found in the same area, they have little commerce with one another (except for mating). They do not build, nor do they engage in art or crafts. Marls live to hunt and to lie in the warmth of the sun.

While marls in the wild are loners, they adapt readily to other societies. When hired as mercenaries they are usually paid in food and shiny trinkets. They learn rapidly; marls adopted into other cultures sometimes exhibit strong talents for artistic endeavors such as painting.

Marls mate in the late winter, producing eggs about three months later. The eggs hatch after another five months, producing cobra-like snakes about two feet long. Over the next two years, these young grow rapidly; their arms begin to grow after about a year. Marls can live for 20 years.

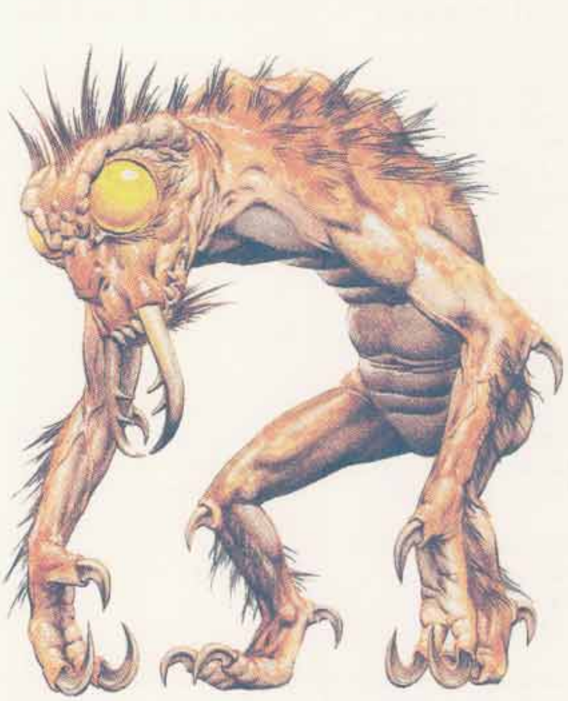
Ecology: Marls are dangerous predators that feed primarily on water birds, though mammals of human-size or smaller are also considered prey.

These creatures are said to have been created through magical experimentation, possibly by yuan-ti, though some sages suggest that the creatures originated on a faraway plane of existence, said to be a world completely devoid of magic.

Meenlock

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night (any if tracking)
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–5
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Fear, paralyzation
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	Nil
SIZE:	T (2′ tall)
MORALE:	Steady (11–12)
XP VALUE:	650



Meanlocks are shadow-dwelling, bipedal creatures that use gruesome tortures to transform humans and demihumans into monsters like themselves. They are seldom seen, for they shun light. Meenlocks are squat, two feet tall, and covered in shaggy, black fur. Their bent arms end in nasty, clawed hands. Their heads are white and hairless, with small, toothsome mouths, flat noses, and large yellow eyes devoid of pupils. Meenlocks have a powerful telepathic ability that enables them to send messages to any creature within 300 feet. Their speech is limited to low guttural growls.

Combat: Intelligent creatures with 4 or fewer Hit Dice that see a meenlock collapse from fear for ld4+4 rounds (half this if a saving throw vs. spell is successful).

Meenlocks flee bright light if they can; they use considerable ingenuity to extinguish light sources.

In melee, meenlocks rake with their clawed hands. Each hit inflicts ld4 points of damage. Any creature struck must roll a successful saving throw vs. paralyzation or be paralyzed for ld6 turns. They may also use a limited *dimension door*, 60-foot range, every other round. Opponents attacking a meenlock the round it teleports suffer a –4 penalty to their attack rolls. Meenlocks cannot use this ability while carrying a victim. Three meenlocks are required to carry a paralyzed victim.

Any human or group of humans who open a meenlock lair without killing the monsters or replacing the stone exactly as they found it will be tracked and attacked that night. The tracking meenlocks follow at a discrete distance and use their telepathic ability to send messages to one character in the group (no saving throw). This victim should be a paladin if one is present; if not, the meenlocks choose a human, elf, or other demihuman in that order.

The messages convey the general impression to the victim that horrible monsters are in pursuit and they want to make him one of them. As the day wears on the victim becomes aware of stealthy movements all around him. Companions of the victim probably detect nothing (meenlocks are 95% undetectable when tracking). This mental harassment continues throughout the day. The victim loses 1 point of Dexterity, Intelligence, Strength, and Wisdom per hour from distraction. Maximum reduction is to half the original value. In addition, a character being harrassed by meenlocks is so distracted that he suffers a –1 penalty to his attack rolls or if he is a spellcaster the targets of his spells gain a +2 bonus to their saving throws.

Meenlocks attack after their victim beds down for the night. They're surprisingly quiet and are 80% likely to surprise even watchful guards (100% against sleeping victims). The meenlocks use their fear ability and paralysis to stun any guards then drag away their chosen victim. Meenlocks kill guards and companions if needed. They do not attack their victim unless absolutely necesary, preferring to drag him off to their lair. Once inside, after a short hideous ceremony, the victim becomes a meenlock.

Habitat/Society: Meenlocks dig their homes in desolate, rocky forests, covering the entrance with a large flat rock (treat as a secret door). This stone opens to a twisting vertical passageway that winds downward for 100 feet or more to the meenlock lair. The ceiling, floor, and vertical passageway of the entire lair are covered by a dank, spongy moss unique to meenlock lairs.

Meenlocks use this moss to climb up and down the vertical passage. Anyone opening the lair senses powerful emanations of evil coming from below. In addition, anyone peering into the blackness is greeted by the smell of rotting corpses. Both of these sensations are telepathic warnings from the meenlocks below.

The meenlocks live in a dreary chamber at the bottom of the vertical passageway. Decorations consist of dirty sleeping furs, a number of wicked curved knives hanging on the walls, and a jumbled pile of bones.

Ecology: Meenlocks delight in transforming humans and demihumans into monsters like themselves. Little is known about the procedure but apparently it involves a reduction in the victim's bulk followed by quick application of the meenlock moss.

A meenlock band contains a maximum of five individuals. If a sixth human is transformed, then the band splits. The three largest meenlocks (those with the most hit points) remain in the lair, while the three smaller meenlocks leave to construct their own lair.

Mimic, Greater

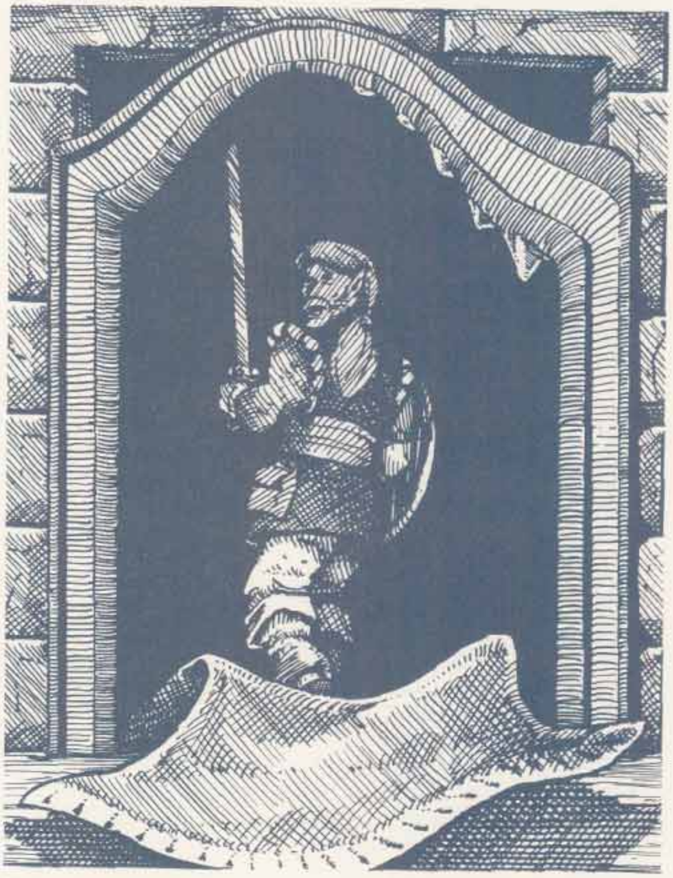
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to High (12–14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5 internal (2 external)
MOVEMENT:	1
HIT DICE:	15 or 16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6d4
SPECIAL ATTACKS:	Surprise, glue
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	10%
SIZE:	H (1,000+ cu. ft.)
MORALE:	Fanatic (17)
XP VALUE:	7,000–8,000

Greater mimics are presumed to be either common mimics that have survived for a century or more and grown to great size, or mimics altered by the strange magics of the dungeon and its wizardly denizens. Like their more common cousins, greater mimics have a hard, rock-like outer shell surrounding a mass of soft inner organs; however, greater mimics have a higher Intelligence and a limited magic resistance. Greater mimics are also vastly larger, occupying 1,000 cubic feet (or more!), and can cover whole rooms or small buildings like crypts. The largest known specimen covered as much as a 30-foot by 30-foot by 30-foot area.

While common and killer mimics alter their pigmentation to resemble stone, wood, or metals, the greater mimic can alter its coloring and shape to imitate a vast number of textures, colors, and shapes at once. Common mimics imitate chests and doors; with its intelligence and augmented abilities, the greater mimic can create entire rooms of furniture, treasure, and tapestries. A greater mimic rarely disguises itself as only a mound of treasure, as that still offers adventurers and other food the chance to escape; by blocking a corridor and altering its shape to become a room with entrance doors on either side, its prey walks directly into it and guarantees easy capture. In larger caverns or halls, the greater mimic shapes itself into a burial alcove or a cave against a rocky wall. Regardless of its exterior, the "interior" disguise always has simulated treasure, furniture, and other enticements to lure in prey.

Combat: Greater mimics surprise their victims easily (–6 to victims' surprise rolls). Intelligent and patient, they wait until an entire group is inside the "room" before attacking. Then they release natural adhesives across all surfaces, holding their victims fast while they attack by slamming their "walls" together, causing 6d4 points of damage to all creatures trapped inside (to unknowing adventurers, it seems like the room implodes on them!). The greater mimic's adhesive can be weakened by alcohol in 3 rounds. If any creatures remain outside the mimic, it closes all its "openings" and seals its dense outer hide (AC 2 vs. external attacks). Its internal Armor Class is 5.



Habitat/Society: Greater mimics live in subterranean caverns. They are almost immobile due to their great size and seldom move at all once they have chosen a living place. They are intelligent enough to make pacts with any groups of creatures within the same area, and often exchange treasure (which they cannot digest) for food. It is often worthwhile for a group of adventurers to bribe a greater mimic rather than slay it, as it has likely gathered a great deal of information about the surrounding area over. Adventurers can often persuade these creatures to trade their incidental treasures and information for food.

Ecology: Greater mimics have prodigious appetites, but can sustain themselves on little or no food for long periods of time. This is not a preferred choice, however, and they do not practice conservation if a steady food supply is at hand. They are intelligent, efficient predators.

Though common mimics were created by wizards as guardians, the greater mimic is rarely used as such. This, quite simply, is due to the fact that few wizards can get these creatures to obey them.

One in five greater mimics can develop a limited illusory ability allowing it to display creatures inside the "rooms" it simulates. These monsters can even portray intelligent creatures and pretend to speak through their mouths. Observers need to roll under half their Intelligence to realize that the words are actually coming from the walls around them.

Mold

	Deep Mold	Gray Mold	Death Mold
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 patch	1 patch	1–3 patches
ARMOR CLASS:	9	9	9
MOVEMENT:	0	0	3
HIT DICE:	n/a	n/a	n/a
THAC0:	n/a	n/a	n/a
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	Special	1d6	1d8
SPECIAL ATTACKS:	Spores, Strength loss	Spores	Spores, paralysis
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	20%	35%	Nil
SIZE:	S to L	S to L	S to L
MORALE:	n/a	n/a	n/a
XP VALUE:	35	65	175

These deadly molds are spore-producing fungi that grow in decaying organic materials. Like all molds, these have a fuzzy, harmless appearance. However, they can be deadly if disturbed, and they are hard to get rid of.

A typical patch of mold covers from 30 to 60 square feet. Patches can be found on walls, ceilings, and floors, and are eaten by a variety of underground dwellers. Molds wither in sunlight or dry conditions, and magics such as *sunburst* or *sunray* will kill a patch immediately.

Deep Mold

More plentiful than gray mold and death mold, deep mold appears in various shades of green and blue. Its pleasing appearance, coupled with its inviting fragrance, often lures subterranean animals in for the kill.

If anything touches the mold, whether a curious finger or a weapon, a spore cloud is released: 20 feet wide, 20 feet high, and 30 feet deep, centered on the point of contact. Those caught within the cloud must make a successful saving throw vs. paralyzation or suffer 1d10 points of damage and lose 1 point of Strength for 1d10 rounds; those who are successful suffer only half damage and don't lose Strength. Each patch of deep mold can release three spore clouds a day.

Deep mold is immune to all weapon attacks and has a natural magic resistance. Magical spells that overcome the mold's resistance have several effects. Cold-based spells stun the mold for 3d6 rounds; during this time, no spores can be released. Heat-based spells stun the mold for 4d4 rounds. Acid (such as *Melf's acid arrow*) kills the mold at the rate of 10 square feet per vial (2d4 damage). A *cure disease* spell kills an entire patch without triggering the spores.

A creature infected by deep mold spores (an unsuccessful saving throw) takes an additional 1d10 points of damage per day until dead. A *cure disease* spell can excise the spore infection. Otherwise, a day of complete bed rest combined with continuous exposure to bright sunlight prevents spore damage for that day and allows natural healing to occur.

Gray Mold

This mold, which grows primarily on floors, has a fuzzy light gray to dark gray color. Often overlooked in subterranean caverns, the mold releases its spores when it is stepped on or attacked. It can create a cloud of spores every 6 rounds.

A cloud of gray spores is 30 feet deep by 15 feet wide and 15 feet high. Living creatures caught within the cloud suffer 1d6 points of damage and must make a saving throw vs. poison. Those who do not save have inhaled 1d6 spores—each causes 1 point of damage per round until either the creature is dead or a *cure disease* spell kills the spores. Those killed by gray mold spores become part of the mold, a man-sized creature increasing the size of a patch by 10 square feet. The spores do not harm non-living matter.

Gray mold is immune to weapons and to fire-based attacks. In addition, it has a natural magic resistance. Cold-based spells that pierce its resistance make the mold dormant for 1d8 turns, while *ice storm*, *wall of ice*, and similar spells (of 4th level or higher) kill the mold outright.

Death Mold

Death mold appears as a large mold patch colored in swirls and spots of green, gray, and brown. Those who see it often confuse it with other types of mold. Death mold can move, slowly inching its way along cavern floors and walls in search of food. It often lurks on ceilings, waiting to release its cloud of spores on victims below.

When death mold touches a victim, it releases a cloud of spores that is 40 feet deep by 60 feet long by 60 feet wide, centered on the point of contact. This semi-intelligent mold can emit the cloud of its own volition, and can release a spore cloud once a turn, up to six times a day. Those within the cloud suffer 2d8 points of damage. In addition, those within the cloud must make a successful saving throw vs. poison or fall down helplessly, coughing and wheezing for the next 1d4 rounds. Once victims are down, the death mold moves toward them or drops on them from its ceiling perch. Prey engulfed by the mold takes 1d8 points of poison damage each round the mold remains in contact.

Death mold is immune to all wizard spells. Priestly *cure wound* spells stun the mold for the number of rounds equal to the number of hit points that would have been healed. *Slow poison* causes the mold to lie dormant for 1 full turn. A *neutralize poison* or *heal* spell instantly kills the mold.

Mummy, Creature

	Animal	Monster
CLIMATE/TERRAIN:	Arid, arctic, barren	Arid, arctic, barren
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	None
INTELLIGENCE:	Low (5–7)	Avg (8–10)
TREASURE:	Nil (R)	Nil (I)
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1–8	1–4
ARMOR CLASS:	6*	3*
MOVEMENT:	12	9
HIT DICE:	+1 HD+3 hp	+2 HD+3 hp
THAC0:	Varies	Varies
NO. OF ATTACKS:	By type	By type
DAMAGE/ATTACK:	Varies +1	Varies +2
SPECIAL ATTACKS:	Fear, disease	Fear, disease, curse, special
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S–M	Varies
MORALE:	Elite (13)	Champion (15)
XP VALUE:	Base +5 levels	Base +6 levels

Creature mummies are undead whose bodies are preserved, then animated by their restless spirits. They draw their power from the Plane of Positive Energy. Most creature mummies are dessicated, dried corpses preserved from rot with spices, protective wrappings, and an arid environment. However, some may be preserved by baking or freezing the body, by airless interment in tar, by the use of salves or alchemical baths, or by preservative magics or curses.

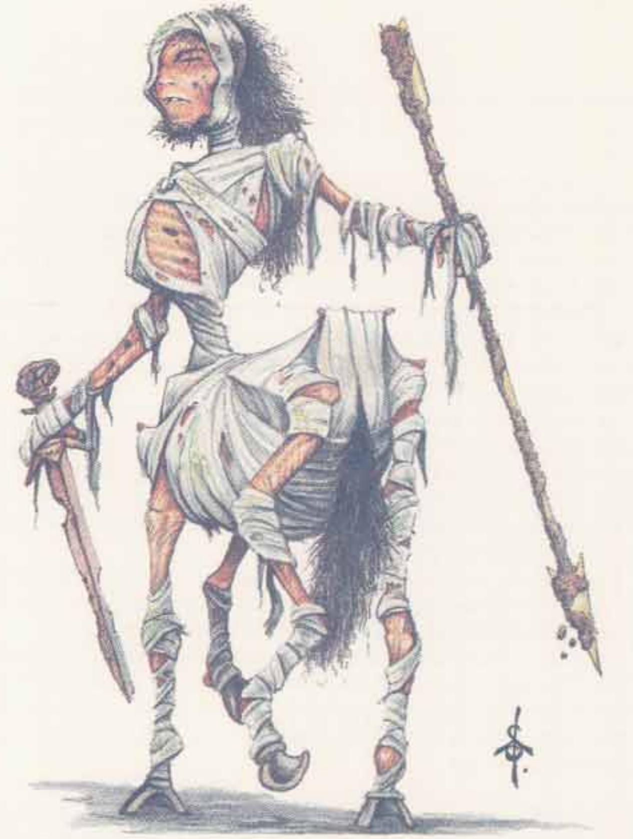
All creature mummies are fixated on a single purpose for their existance, whether this is a hatred of the living, a consuming need for revenge or a mystical geas to act as a guardian or an agent for some mission. Animal mummies are often the minions of powerful mummies or other undead. Monster mummies may have been created to serve as an undying guardian of some ancient secret or treasure.

Creature mummies vary in appearance. Most are swathed in bandages or have withered flesh dyed green, ochre, blue or violet with an herbal or salve preservative tincture; other hues such as black and russet may occur. Some creature mummies may look skeletal or alive, with or without funerary wrappings. Often vital organs, such as the heart, brain, liver, or pancreas have been removed and preserved in separate jars. The creature may be invulnerable to destruction without the destruction of these parts as well.

Many creature mummies have a distinctive odor due to the preservation process. Variations on odors run from spices: cinnamon, ginger, saltpeter, roses, myrrh, frankincense, lye and pomegranates, to scents of the grave: fresh earth, vegetable rot, and decaying flesh. Occasionally mummies exude surprising odors, such as the smell of fresh bread (yeast), wine, vinegar, and roast viandes.

Mummy animals can see in the dark, having infravision to 30 feet; monsters see to 60 feet. Animals may have other heightened senses based on the type. Creature mummies are supernaturally strong; the more powerful have strength rivaling that of a vampire.

Only creature mummies with average intelligence or better and a tongue and lips can speak in their native language, though haltingly.



Combat: The sight of a creature mummy is horrifying: the living who see one must save vs. spell or be paralyzed for 1d4 rounds. More powerful creature mummies penalize the saving throw by –1 to –4, and their aura causes *fear* (as the spell) or *dread* (–2 penalty to all rolls). There is strength in numbers for the living; for every 6, each saving throw is improved by +1. Humans have an additional +2 bonus to this saving throw.

Creature mummies attack using natural weapons—ragged claws, snarled teeth, tusks and hooves—inflicting bloody wounds. The type of attack is determined by the animal or monster the mummy is derived from. Successful natural attacks require a saving throw vs. poison to avoid infection with a dread disease, most commonly *mummy rot*. Other diseases include *deadeye* (blindness), *heartsting* (cardiac disease), *deathbite* (virulent poison), and *palsy* (involuntary muscle spasms causing action penalties and exhaustion). Weapons wielded by creature mummies do not transmit disease.

Cure wound spells will not heal a diseased creature, though normal rest will restore 1 hit point per 10 days. Mummy rot reduces a victim's Charisma by 2 points, and drains 1 point of Strength and Constitution each week until fatal. Other mummy afflictions become progressively worse if left untreated, eventually killing the afflicted. A *cure disease* spell can cure the victim.

Creature mummies may retain a special attack from their mortal form: mummified serpents may be venomous, sphinxes may have a fearsome roar, birds may fly, ettercaps may spin webs, shamans may still cast spells, and so on. But the most diabolical ability is the innate cunning of creature mummies, since undead creatures are traditionally viewed as dull and slow-witted.

Only magical or special weapons can harm a creature mummy. Magical weapons inflict half damage; any special weapons the creature is vulnerable to (one of cold iron, silver, an arcane metal, special wood, etc.) inflict only half damage.

Mummy, Creature

More powerful creature mummies may be immune to damage from special weapons and suffer only half damage from magical weapons.

Creature mummies possess many of the immunities of other undead. *Sleep, charm, hold,* poison, paralysis and cold attacks cause no damage. More powerful creature mummies may be immune to a second form of elemental energy. Unlike other undead, healing magic will rejuvenate the damaged form.

Most creature mummies are vulnerable to fire. A torch inflicts 1d3 points of damage and an oil flask causes 1d8 points on the first round and 2d8 the second round. Magical fires cause +1 per die of damage.

Creature mummies are turned by priests and paladins according to their Hit Dice, treating bonus hit points of 4 or more as another Hit Die. More powerful creature mummies may cause a penalty of –1 to –4 to the turn roll. If the turn attempt is successful 2d6 creatures are turned minus the power of the mummy's penalty.

Holy water dissolves a creature mummy's flesh, inflicting 2d4 points of damage if thrown on the creature, though the more powerful ones may be resistant to this damage.

Creature mummies are able to *rejuvenate* their damaged form through their connection to the Positive Material Plane. While weaker ones may be destroyed by physical damage, the more powerful ones can reconstitute their forms even if completely destroyed.

Habitat/Society: Creature mummies tend to either dwell on their past or rail against the loss of their life for this unending torment of unlife. Most remain dormant for long periods of time, lying within their tombs until intruders invade it or threaten their charge or mission. Then they become cunning, unstoppable juggernauts intent on bringing down their opponents so that they may return to their rest.

The true tombs of creature mummies are hidden from grave robbers through a series of false chambers and traps in the heart of a crypt. Often the final resting place contains funerary treasures and possessions from its previous life—foodstuffs, bodies of slain comrades, tools, and riches. Often these items, if removed without deference and a series of proper rituals will trigger a curse that may haunt the robber unto death.

Ecology: Creature mummies may be created in a variety of ways. Their reanimation may result from intense death throes coupled by a will to live, invocation from dark priestly rituals, or creation by a necromancer or some powerful undead creature.

Creature mummies rarely eat, but might consume some substance, elixir, or energy in order to retain their vitality or rejuvenate or repair their form. The greatest need for most of them is to fulfill their guardianship or task.

Besides the (often cursed) treasures that they guard, a destroyed creature mummy may provide valuable materials in the form of its dust or ceremonial wrappings, which are considered valuable by scholars and alchemists for concocting restorative, regenerative, and rejuvenating salves, powders, and other magics.

Animal Mummy

An animal mummy's statistics are determined by its abilities in life. Its Hit Dice are the same as those in life, plus 1 HD + 3 hp. Movement is its natural speed to a maximum of 12 (flying 24), depending on how well the physical form is preserved. Armor Class is the natural armor class, but no worse than 6.

Animal mummies retain any natural abilities they had in life, if they retain an non-skeletal form. Skeletal form mummies lose any hiding, flight, swimming, scent and sighting abilities. Instead, they gain an inate cunning, beyond the norm.

In combat, animal mummies retain their natural damage plus a bonus of +1 damage due to their extraordinary strength.

Typical Animal Mummies

	MV	AC	Base Dmg	Typical Specials
Baboon	12*	6	1d4	Tool user
Bull	12	6	2d6	Charge: 3d4
Dog	12	6	2d4	Detect invisible
Eagle/hawk	1, Fl 24	6	1d2/1d2/1	Dive: Dmg×2
Lizard, giant	12	5	1d8	On 20: Dmg×2 (continuous)
Snake, g. constr.	9	5	1d4/2d4	Constriction

* includes tree movement (brachiation) of 12

Monster Mummy

A monster mummy's statistics are determined by its abilities in life. Add 2 HD + 3 hp to the base Hit Dice. Movement is the monster's natural speed, to a minimum of 9. Armor Class is monster's natural Armor Class, with a minimum of 3.

Monster mummies retain any natural abilities they possessed in life if their form and flesh is intact. Abilities may be lost as a result of decay or lost body parts. They may retain one or more special abilities, and have a special ability to *curse* those who profane their graves or sacred duty. Possible curses include: blindness, insanity, phobias, geases, weaknesses and vulnerabilities, hallucinations, debilitation, and bad luck.

Monster mummies are very strong, adding +2 to damage caused by natural or non-missile weapon attacks.

	MV	AC	Base Dmg	Specials
Beetle, g. scarab	9	3	5d4	Passage
Centaur	18	3	1d6x2/wpn	Weight control
Dragonne	15 Fl 9	3	1d8x2/3d6	True seeing
Gnoll	9	3	2d4	Command undead
Manscorpion	12	3	1d4+1 x2/1d4	Summon horde
Sphinx	15 Fl 24	–1	2d4x2/1d10	Resist magic
Yuan-ti	9	3	1d10/1d6	Alter self

Special abilities

Alter self allows the mummy to change its appearance.

Command undead allows the mummy to command undead as if a priest of a level equal to its Hit Dice.

Create undead allows the mummy to *animate dead* as a priest.

Elemental command grants the power over one element so that the mummy may create an attack, control the element, resist the element, and if powerful enough, summon an elemental.

Fascinate allows the mummy to stun animals, monsters or people whose Hit Dice total equals twice the mummy's Hit Dice or less.

Illusion allows the mummy to create illusionary sights.

Passage gives the mummy the ability to pass through solid matter, such as stone walls or wood.

Resist magic grants a 10% to 40% magic resistance.

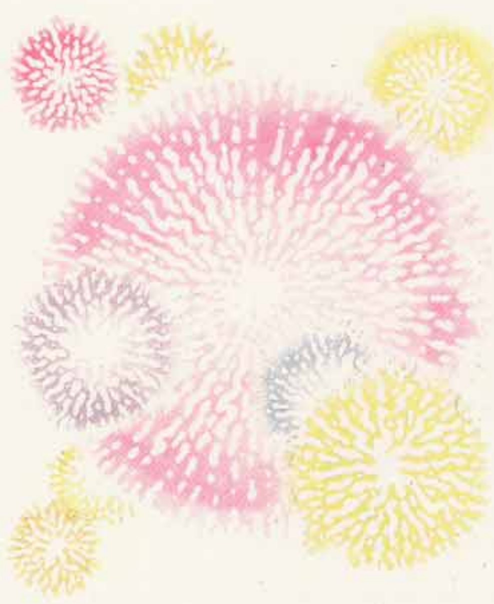
Summon horde grants the mummy the power to summon an horde of small creatures that incapacitate and injure foes.

Symbiosis makes the mummy a host to a slime, ooze, or infestation of insects, rot grubs, or fungus.

Weight control allows a mummy to cross any surface, while more powerful ones may *levitate* or even *fly.*

Nyth

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE TYPE:	Nil (Any as guardian)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	Fl 18 (A)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Magic missile
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	44%
SIZE:	S (2′–4′ diameter)
MORALE:	Fanatic (17)
XP VALUE:	4,000



Often mistaken for the eerie will o' wisp, the nyth is a rare predator. It appears as a glowing sphere of light, which it can alter in hue and intensity just as its more famous relative does. Nyth speak and usually know common; they also communicate in the "flickering light" language of will o' wisps.

Combat: Nyth fly silently about by means of natural levitation, hunting birds, rodents, large insects, and other small creatures they can slay. On sunny days, they often drift with the sun behind them, unseen against the glare until they can pounce.

Nyth bite prey that they can hit, but their major weapon is a naturally-generated *magic missile*, which is identical to that created by the 1st-level wizard spell. A nyth can fire this missile, which causes 1d4+1 points of damage, every other round.

Against powerful opponents, nyth dodge to avoid attacks, using their intelligence to discern spellcasters and magical items, and concentrate on foiling such attacks. Nyth will also try conversation to lead hostile beings astray into nearby pitfalls, swamps, traps (if serving as a guardian), and the like. Like will o' wisps, nyth are able to blank out their radiance entirely (for 2d4 rounds at a time) in order to steal away from an encounter or to approach their prey; during this time, the nyth can only be seen by those who can see invisible creatures. A nyth that fires a *magic missile* pulses brightly, appearing and remaining visible for the entire round.

Nyth can be hit by any sort of weapon. Fire, electricity, and other raw energy discharges of any sort aid rather than harm a nyth. The points of damage normally dealt by such attacks are added to the nyth's hit point total; this is permanent until lost to further attacks. Thus, nyth cannot be harmed by *fireballs*, *lightning bolts*, and similar magics. It cannot, however, absorb *magic missiles*; instead, it reflects them back upon the caster or item wielder. Nyth do not heal with rest and often seek out wayfarers' fires and forest blazes to replenish their energy and essence in the blazes.

In addition to their natural magic resistance, the uniquely chaotic, multilayer minds of nyth are immune to all enchantment/charm spells and like magical effects.

Habitat/Society: Nyth are almost always found as solitary, wandering hunters, without a specific territory or a lair. They do have favorite hunting spots, and often drift in desolate areas or ruins where their radiance will not attract the attention of foes.

Nyth have never been observed to fight will o' wisps or each other. In the wild, they keep to themselves, reproducing by splitting into two nyth when reaching a certain size (absorbed up to or more than 60 hit points); this spectacular process of explosive bursts of light and discharges of *magic missiles* in random directions (living creatures within 30 feet subject to 1 to 3 *missiles* each) creates two nyth of 7 Hit Dice. Some barbarians call nyth "wildfire" and believe them to be evil spirits. Most merely avoid them and are, in turn, avoided by nyth.

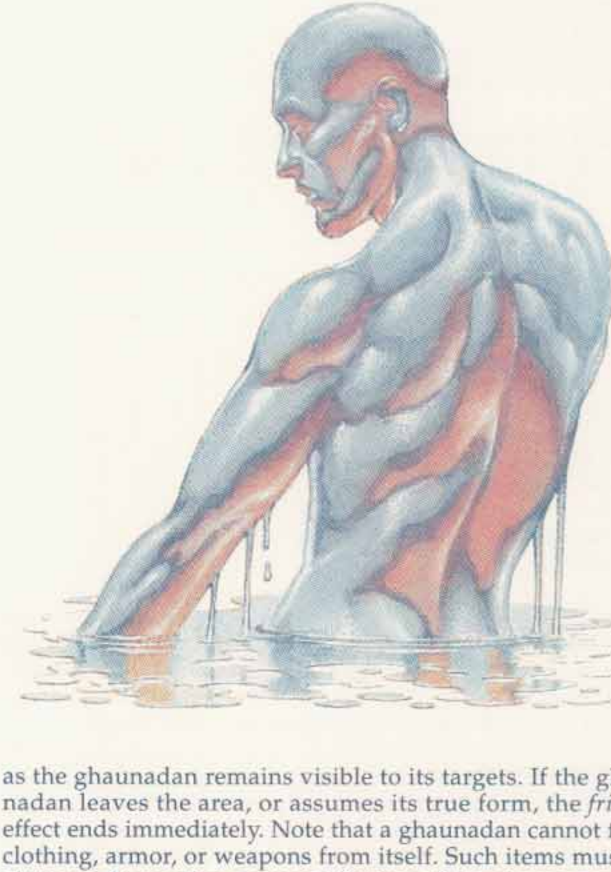
The powers of the nyth make them ideal guardians, and the swift flight, invisibility, and wary avoidance of wild nyth make these guardians the only nyth that most folk ever see. Nyth can get lonely, and acceptance by other creatures, and the designation of a particular area (room, cave, crypt, crossroads, etc.) as its home delights a nyth. If given clear instructions and regular food (fire and energy, not just live prey), a nyth will take pride in defending its home against specified intruders; guardian nyth take on all attackers with guile and wit, retreating only if faced with certain destruction.

Nyth can communicate telepathically with most creatures and may speak any language with which they have frequent contact.

Ecology: Wild nyth prey on small creatures of the woodlands and coasts, birds in particular, and go their solitary ways without altering the lands in which they dwell. No specific magical use has yet been found for their essence, but wizards are confident that it will prove useful in devising fire- and *magic missile*-related spells and items.

Ooze, Slime, Jelly—Ghaunadan

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to High (12–14)
TREASURE TYPE:	J (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–4
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Paralysis, *friends* gaze
SPECIAL DEFENSES:	Half damage from blunt weapons, disarming
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′)
MORALE:	Fanatic (17)
XP VALUE:	4,000



These vile, intelligent beasts are the loyal servants of Ghaunadaur, the god of oozes, slimes, and jellies. Ghaunadan are intelligent oozes that have full control of their semiliquid bodies. Ghaunadan can move, at half their normal movement rate, through small cracks, gratings, or even under doors. These creatures move at that same rate on walls and ceilings.

Further, a ghaunadan can control its body and change forms (for up to 15 hours at a time) to that of a humanoid creature; most appear as human males, but there are one or two rumored to have female drow forms. A ghaunadan requires one full round to assume or drop its humanoid shape, and, when in humanoid shape, it favors the colors and styles also worn by Ghaunadaur's priests: copper, amber, flame-orange, russet, plum, purple, lilac, and lavender.

Combat: In ooze form, a ghaunadan lashes out with two pseudopods, each successful attack inflicting 3d4 points of damage. Victims of this attack are struck with the ghaunadan's paralytic slime; each must save vs. paralysis at a +2 bonus or be paralyzed for 2d6 turns. Also, a ghaunadan's semiliquid body is resistant to bludgeoning blows (half damage from such attacks). In its ooze form, a ghaunadan can forego all physical attacks in a round and choose to mold itself around an opponent's weapon; when a successful attack hits the ghaunadan, the weapon sinks into its mass, but the ghaunadan firms its skin around the weapon, trapping it like a fly in amber. Characters need to make a bend bars/lift gates roll to free their weapons, or abandon them inside the ghaunadan.

The ghaunadan's humanoid form is a unique individual that is always pleasant to those beholding it (Charisma 15 or greater). If a humanoid ghaunadan looks into someone's eyes, its gaze has an effect identical to a *friends* spell that lasts as long as the ghaunadan remains visible to its targets. If the ghaunadan leaves the area, or assumes its true form, the *friends* effect ends immediately. Note that a ghaunadan cannot form clothing, armor, or weapons from itself. Such items must be obtained from other sources. Victims of the ghaunadan are common targets for a creature seeking such items. A ghaunadan in humanoid form can attack with its pseudopods (stretching its arms and hands into blobs), but may choose not to reveal its true nature by doing so. In this case, a ghaunadan will make use of any available and appropriate weapons.

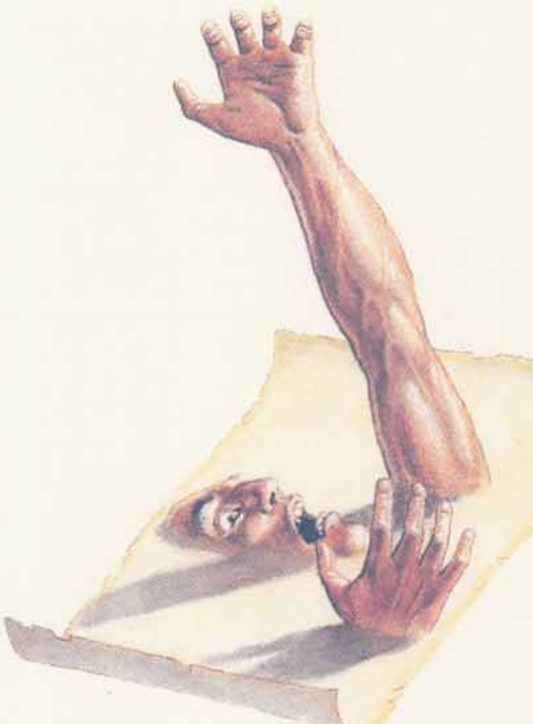
Habitat/Society: Ghaunadan live in any subterranean area where prey is accessible. They tend to live alone, though they often reside near (and lead) other slime- or ooze-based creatures.

Ghaunadan also actively serve their god. Groups of ghaunadan can be found in areas where foes of Ghaunadaur are active.

Ecology: Ghaunadan hunt by roaming the area where they live, be it cave, city, tunnel, or dungeon, until they spy prey or intruders. Ghaunadan then take humanoid form (to draw intended victims closer) or hide in ooze form until prey are within range of its melee attack. Ghaunadan cannot consume inorganic items such as armor, rings, or metallic weapons. Unless the ghaunadan makes use of these items in its humanoid form, these things are generally left where they were dropped by the ghaunadan's victim.

Palimpsest

CLIMATE/TERRAIN:	Temperate/urban (City/library)	
FREQUENCY:	Very rare	
ORGANIZATION:	None	
ACTIVITY CYCLE:	Any	
DIET:	Life energy	
INTELLIGENCE:	Semi-	
TREASURE:	Nil	
ALIGNMENT:	Neutral	
NO. APPEARING:	1	
ARMOR CLASS:	10	
MOVEMENT:	3	
HIT DICE:	1 to 10	
THAC0:	Varies	
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	1d3	
SPECIAL ATTACKS:	Absorption	
SPECIAL DEFENSES:	Immune to fire and edged weapons	
MAGIC RESISTANCE:	10%	
SIZE:	S (varies)	
MORALE:	Unsteady (5)	
XP VALUE:	1 HD: 270	6 HD: 2,000
	2 HD: 420	7 HD: 3,000
	3 HD: 650	8 HD: 4,000
	4 HD: 975	9 HD: 5,000
	5 HD: 1,400	10 HD: 6,000



A palimpsest is a sheet of magical, carnivorous parchment or paper that has become semisentient and animated by the magical runes it contained for long ages. It is mobile, able to rustle its way from shelf to shelf and desk to desk (as if blown about by a stray breeze), but is otherwise indistinguishable from normal paper or parchment.

Combat: Palimpsests reveal their true natures only when they feed. Generally, they hide in books, scroll cases, or loosely-wrapped folders of loose parchment. Palimpsests sense sound and movement, and attack only when their victim is still (or performing minor movements such as writing or drawing). As a result, they attack by surprise on a roll of 1–8. They attempt to *absorb* their victim, drawing the hapless target into their pages on an attack roll of 4 more than what is required to hit the victim. As the victim is absorbed, his features become part of the palimpsest, appearing as a sketch or illumination derived directly from the victim's features. The palimpsest can do nothing else while absorbing its victim, and the process take 2 full rounds; the creature is vulnerable during this period, so it prefers to attack solitary creatures.

If a successful attack roll fails to draw the victim in, the palimpsest simply inflicts deep paper cuts that bleed for several hours, inflicting 1d3 hit points damage. The blood that spatters the page is soon absorbed, leaving no trace to warn future victims.

After a victim is completely absorbed within the palimpsest, life energies are slowly eaten, a process that takes 1 day per level or Hit Die of the victim. Thereafter, the victim can only be restored by a *wish* spell; all other spells and methods, including *resurrection*, are useless. A palimpsest can absorb one victim per Hit Die at a time; thus, a 3 Hit Die palimpsest can devour the energies of three trapped victims at once, though it can absorb only one victim every 2 rounds.

Victims absorbed into a palimpsest magically become part of its decorations while the creature absorbs the victim's life force. For example, the parchment may include a variety of fantastic illuminations, with mice screeching to get out, or a scribe screaming in terror among the fanciful scrollwork. While victims are in this state, it is very difficult to restore them to normal form. *Raise dead* has no effect, and *limited wish* is likewise useless. The only known way to free a palimpsest victim (other than a full and carefully worded *wish*) is this specific series of spells: A *remove curse* spell animates an illustrated victim, an *abjure* spell allows him or her to be lifted off the page, and a *resurrection* spell restores his or her true form (or else the victim remains only a colorful, lifeless paper doll).

Palimpsests are immune to edged weapons and normal and magical fire; electricity has a chance of releasing partially absorbed victims. *Shocking grasp* has a 20% chance to release a creature partially absorbed by the palimpsest, though the caster risks being consumed himself unless the spell is cast through a *spectral hand*. A *lightning bolt* spell has a 50% chance to release a partially absorbed victim, and *chain lightning* has a 90% chance to release its most recent victim (and a 10% chance each of releasing one other victim who the palimpsest absorbed and still remains among its illuminations). If the palimpsest is killed, its victims are irretrievable without a *wish* spell.

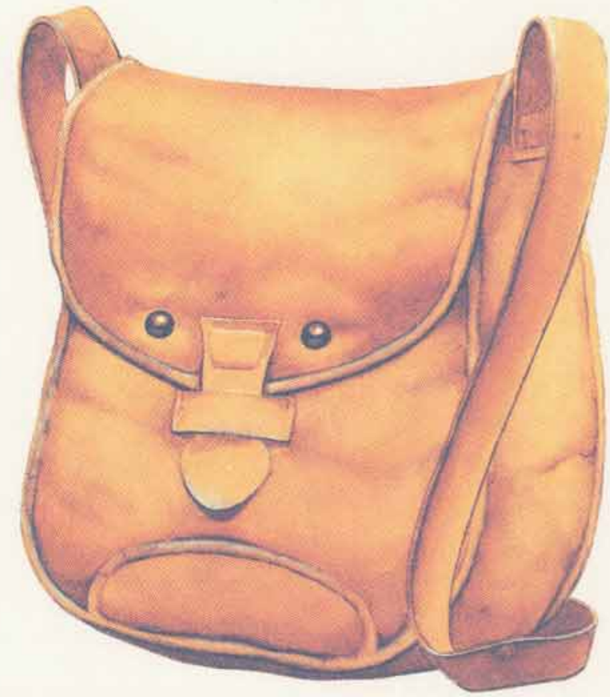
Habitat/Society: Palimpsests have no society to speak of, since they live alone. They do not reproduce sexually, though there are reports that large magical libraries or good food supplies lead them to split frequently, as amoebas do.

Ecology: Palimpsests are, in fact, creatures created in the Ethereal plane. Instead of drawing power or matter from other planes to a mage, palimpsests are capable of doing just the opposite, drawing mages into other planes.

A few rumors claim that palimpsests are creations of the arcane, who use them to gather magical energies. Others claim that they are minions of a magical Power, sent as retribution against those that offend. There are also persistent rumors of an entire false library of these creatures. Adventurers claim that the volumes are enticingly labeled, such as *Manual of Bodily Health*, *Libram of Gainful Conjuration*, and *Elminster's Black Book*.

Peltast

	Peltast	Greater Peltast
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Average (8–10)	Exceptional (15–16)
TREASURE TYPE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	7	3
MOVEMENT:	4	4
HIT DICE:	1+6	2+6
THAC0:	19	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Immune to poison and crushing attacks	Immune to poison and crushing attacks
MAGIC RESISTANCE:	7%	33%
SIZE:	T (under 2' long unless stretched very thin)	T (amorphous)
MORALE:	Steady (12)	Elite (14)
XP VALUE:	65	975



A peltast is an amorphous creature about the size of three human fists in volume. Its skin has a textured, mottled brown hue resembling worn but sturdy leather. A peltast can change its shape to exactly match a leather item in two rounds. If a peltast sees a leather item dropped, it swiftly moves and changes form so as to be mistaken for the missing item. A peltast feels and hefts like leather, and does not breathe, give off heat, or make any sound. It has no tanning odor, nor does it radiate magic. A peltast's skin can sense vibrations, smell acutely, and its many tiny, concealable eyes have 60-foot infravision.

Combat: In contact with suitable flesh, a peltast exudes a liquid anaesthetic and tissue softener. There is only a 1% chance that a host creature will notice its attack. The peltast dissolves the host's skin in a small, hidden area. Through this, it absorbs 1 hit point/day of blood-borne nutrients. A healthy host may never notice the slight weakness this causes. If the peltast is removed, there is no telltale peeling, pulling, or blood.

The peltast is resilient and is immune to poison and crushing attacks, but all edged weapons do full damage. Peltasts also gain +1 on saving throws vs. fire.

Habitat/Society: The peltast infests dungeon settings. The peltast can be encountered in urban settings, especially where there are direct connections with dungeons or sewer systems below; the most common forms these are found in are discarded coin bags, belts, hats, or gloves.

Ecology: Peltasts live in symbiosis with humans and all goblinkind. Elves and dwarves aren't right for its needs, and are used only as carriers to more suitable hosts.

A peltast will leave a diseased host, but helps keep its host alive while attached. It neutralizes poisons introduced into the host. Its slight magic resistance is also extended to the host. Should the host be reduced to two hit points or less, the peltast will inject 1d4+2 points of energy back into the host; it can do this only once a day.

A peltast exudes wastes whenever immersed in water, staining and poisoning it; drinkers must save vs. poison at a +2 bonus or become nauseated for 2d4 rounds, unable to attack or defend.

A peltast will never fight another peltast, nor willingly join a host already carrying one. Peltasts can sense each other up to 40 feet away.

Greater Peltasts: These rarer peltasts resemble translucent rock crystals instead of leather. Hard to the touch and about the size of a human fist, they can alter the internal hue and shape of their bodies. No organs or structures are visible in a greater peltast, and over the centuries they have learned to shape themselves into exact semblances of faceted gems, valued by many creatures. Greater peltasts are found deep underground, and rarely, if ever, in a city. They often hide among real gemstones.

Greater peltasts can be seen feeding: the blood they ingest is visible inside their bodies. They also grow visibly upon draining more than 3 hit points of nutrients (a greater peltast can typically drain up to 12 hit points, half of which are added to its hit point total for a day). Because of this, greater peltasts prefer to feed on sleeping, dead, or disabled creatures, using their magical powers to fetch more meals.

Once a round, a greater peltast can silently use one of its abilities: *call monsters* (like a *monster summoning VI* spell, but used to call hostile creatures against its carrier until a good meal opportunity develops); a powerful *suggestion* (–1 on subject saving throws) to influence called creatures and other beings around them into creating the maximum possible bloodshed without depriving the greater peltast of all potential host-creatures; and *slow* on any being touching or carrying the greater peltast.

These "false gems" have exceptional intelligence and are more powerful than the common variety. They otherwise drain a host, and give benefits, exactly as do their lesser cousins.

Plant, Dangerous

	Bloodthorn	Twilight Bloom	Boring Grass
CLIMATE/TERRAIN:	Temperate forest	Any temperate or swamp	Any temperate
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Stand	Patch
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Incidental	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1–10	1
ARMOR CLASS:	4	8	8
MOVEMENT:	¼	0	0
HIT DICE:	10	3	4
THAC0:	15	17	17
NO. OF ATTACKS:	1	1	1/creature in contact
DAMAGE/ATTACK:	25% of hp	Nil	5d4
SPECIAL ATTACKS:	Blood drain, system shock	Poison	Boring, poison
SPECIAL DEFENSES:	See below	Nil	Must be dug up or burned
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10′ long)	L (8′–13′ tall)	L to H (6′–10′ diameter)
MORALE:	Fearless (19)	Fearless (20)	Fearless (20)
XP VALUE:	5,000	175	2,000

Bloodthorn

The bloodthorn, or *vampire thorn* vine, resembles a normal patch of thorny vines. A healthy adult bloodthorn has a 10-foot-long yellowish brown trunk from which four tendrils spring. Each light green tendril is about 7 feet long and bears numerous slender, hollow thorns about an inch in length.

When warm-blooded prey approaches, the bloodthorn's tendrils lash out, making one attack as a 6 Hit Die monster. If successful, the barbed thorns attach to the victim and drain bodily fluids. The bloodthorn's prey loses 25% of its maximum hit points each round, until the bloodthorn or its victim dies, or the victim breaks free. The draining process is very painful, and the victim must make a successful *system shock* roll each round or fall unconscious. The victim can pull free with a successful Strength check, though this causes an additional 1–2 points of damage. Each tendril requires 10 points of damage to sever; these points do not count towards the total from the central stalk's Hit Dice.

Bloodthorns are capable of limited movement and will creep towards heat and light, though open flame will cause one to recoil. An electrical attack will cause a bloodthorn to grow by one Hit Die, but it still attacks as a 6 HD monster. Cold immobilizes the bloodthorn for 2–5 rounds.

The bloodthorn reproduces by shooting seed thorns away from itself after a good feeding (three or more man-sized victims). The seed thorns fly 10 to 20 feet and cause no damage if they hit. Any seedling growing near an adult plant will be killed before it can grow and compete.

Wizards and alchemists can often find uses for this plant's hollow thorns.

Twilight Bloom

This plant, also known as the *purple blossom plant*, is a tall, thick-stalked plant which strongly resembles a palm tree. It has a scaled, branchless brown trunk topped by drooping, fern-like green foliage. Scattered among the foliage are several cup-like purple flowers with silvery stamens. The flowers point towards the sun when it is out, and close up completely at night. Around the base of the plant are its roots, which resemble a fine, mossy mat.

The twilight bloom gives off a very pleasant scent. The vibrations of any creature passing beneath it causes the plant to droop one of its blossoms, dropping a small amount of syrupy poison from the flower. A successful attack roll indicates the poison has landed on the victim, who must make a successful saving throw vs. poison or die instantly. Decomposing prey feeds the twilight bloom's root network.

The twilight bloom reproduces like other plants. Insects are immune to its poison, but are attracted by its scent. If the poison is harvested safely, it remains potent for a full day.

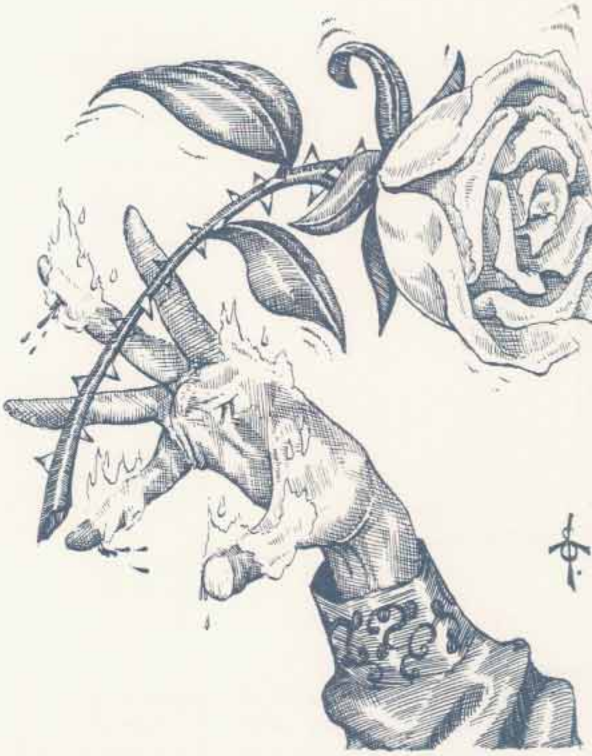
Boring Grass

This grass has corkscrew blades that aggressively dig into any material that comes into contact with it. Magical protections, leather soles, and thick cloth delay the grass's attack for one round as the grass moves through the protection; however, the grass cannot bore through metal. Penetrated materials do not count as protection, so a human in leather armor would have an effective Armor Class of 10 the second round of contact. Once the grass hits exposed flesh it burrows in, inflicting 5d4 points of damage each round it remains in contact. Further, the creature must save vs. poison or be paralyzed by secretions from the grass. Those making a successful saving throw are *slowed* to half their normal movement rate; this effect lasts for 1d4 days or until a *neutralize poison* spell is used to counter it. A victim can pull free of the grass with a successful Strength roll, but will take 2d4 points of damage.

Boring grass can be effectively damaged only by fire or by careful digging and removal from the soil.

Plant, Dangerous—Firethorn

CLIMATE/TERRAIN:	Grasslands, saltwater swamps
FREQUENCY:	Rare
ORGANIZATION:	Cluster
ACTIVITY CYCLE:	Any
DIET:	Nutrients
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	20–200
ARMOR CLASS:	8
MOVEMENT:	0
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1d10
DAMAGE/ATTACK:	1d2 + special
SPECIAL ATTACKS:	Poison, fire
SPECIAL DEFENSES:	Confusion, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ radius)
MORALE:	Average (8–10)
XP VALUE:	1400



The firethorn, or *sea rose*, is a rare plant that only grows along tropical or subtropical sea coasts. The only place it is known to grow in abundance is on several isolated tropical islands. Firethorns can be found scattered in coastal seasonal grasslands but more commonly spread in clusters to form dense, matted carpets in tropical saltwater swamplands. Resembling nothing so much as squat, broad rose bushes, firethorns produce about twenty brilliant scarlet blooms per plant. Each bloom has its attendant thorns (from 1 to 10 of them). There are no thorns on the main branches of the bush, nor are there any on the flower stems except near the bloom. Sea roses have a distinctive, heady perfume that is noticeable several hundred feet away.

Combat: The scent the plant exudes is a powerful defense. Anyone approaching within ten feet must make a saving throw vs. poison or be affected. Those affected act as if under a *confusion* spell for 2d4 rounds. This may bring them into contact with the plant by accident, thus setting in motion its thorn attacks. When traveling through an area which has several plants, only one saving throw per half-hour spent in the terrain is needed. Subsequent saving throws in the same area are at a cumulative +1 bonus, as those affected build up a short-term resistance.

Though not intelligent, sea roses have effective modes of self-defense. Anyone plucking one of the blooms or brushing against one is subject to attack by one to ten thorns that spring out at the offending creature, doing 1d2 points damage each. Two saving throws must then be made. A saving throw vs. paralyzation determines whether the thorns will inflict 1d3 points of fire damage per thorn (magic which protects against fire negates this damage). The second saving throw is made to resist the sea rose's extremely virulent poison: failure means immediate death, while success reduces the injury to 20 points of damage. Only one save vs. poison and one save vs. paralyzation are required, even if multiple thorns hit.

Sea roses trap and hold heat from the sun and are immune to both normal and magical fire.

Habitat/Society: It is unknown whether the sea rose is a naturally occurring plant or the result of some botanically inclined wizard's experiment. Sometimes confused with the legendary *roses of forgetfulness* because of their *confusion* properties, firethorns are actually more like weeds than garden flowers. They resist being transplanted and cultivated, though they self-pollinate and spread over large areas when conditions are right.

Perhaps their most intriguing quality is the glow they emit at night. Storing heat from the sun, the blossoms of the plant glow like banked embers in the dark. The heat given off from a single firethorn bush is about equal to that of a small lantern. Several bushes together emit about as much heat as a bonfire. They only radiate heat at night, with the excess warmth being stored in their thorns until evening, leading some people to speculate that this heat exchange is somehow necessary to their growth and propagation. Firethorns respond normally to druidical spells which relate to plants.

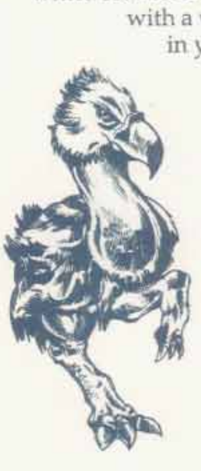
Ecology: Aside from their role in anchoring soil in salt swamplands, firethorns can be harvested (carefully) for several products. Chief among these is the beautiful scarlet dye which can be made from the blossoms. This is easily mixed with other ingredients to produce an array of colors from pale pink to deepest crimson. The blossoms also produce an attar which can be used in making a heady perfume or, when correctly rendered, as an ingredient for a *potion of dreaming*. The thorns from an entire bush provide 1 to 6 doses of type E poison, but the toxin breaks down into a harmless substance after about a week.

Pleistocene Animal

	Axe.	Bal.	I.Deer	Meg.	Phor.	W. Rhino	Titnthr.
CLIMATE/TERRAIN:	Plains	Plains	Forest	Forest	Plains	Plains	Plains
FREQUENCY:	Unc.	Rare	Rare	Unc.	Unc.	Common	Unc.
ORGANIZATION:	Flock	Solitary	Herd	Solitary	Flock	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Any	Day	Day	Day
DIET:	Carn.	Herb.	Herb.	Herb.	Carn.	Herb.	Herb.
INTELLIGENCE:	Animal	Semi-	Animal	Animal	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–6	1–3	1–8	1–6	2–12	1–4	1–12
ARMOR CLASS:	6	5	7	6	6	5	6
MOVEMENT:	18	12	18	6	15 (+1 jump)	12	12
HIT DICE:	3	14	4	10	7+7	10	12
THAC0:	17	7	17	11	13	11	9
NO. OF ATTACKS:	3	2	1 (2)	2	3	1	1
DAMAGE/ATTACK:	1d3/1d3/2d4	5d4/5d4	2d6 (2d6)	2d6/2d6	1d4/1d4/2d6	2d6	2d8
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Jump	Charge	Trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L (7′ tall)	H (25′)	L (7′)	H (20′)	L (10′)	L (15′)	H (16′)
MORALE:	Unst. (5–7)	Ave (8–10)	Ave (8-10)	Ave (8–10)	Ave (8–10)	Ave (8–10)	Ave (8–10)
XP VALUE:	65	8,000	120	1,400	650	1,400	2,000

Axebeak

Axebeaks are flightless, carnivorous birds that stand four feet tall at the shoulder. Axebeak markings resemble those of an ostrich. The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales.

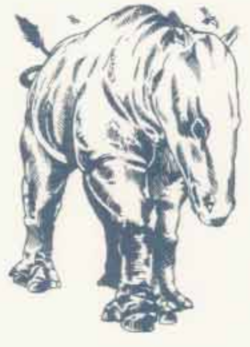


The axebeak has a loud, honking voice that can be heard for a half mile. During mating time, the males make a thrumming sound like a bass violin. In combat, the bird hisses when not biting.

They are fast runners and aggressive hunters that pursue prey until fed or killed. They attack by kicking (1d3 points of damage per claw) and biting (2d4 points).

Axebeaks make crude nests of stones atop rocky outcroppings. During warm weather, there is a 25% chance that eggs or chicks are nearby. The chicks are 10%–80% grown with a proportionate number of Hit Dice. Immature axebeaks do not initiate combat, although they can defend themselves by biting for 1d4 points of damage.

Axebeak eggs and hatchlings are worth 50 to 80 gp. They can be raised as guards, hunters, and mounts. The long plume feathers of the wings and tail are worth 2 gp each.



Balucitherium

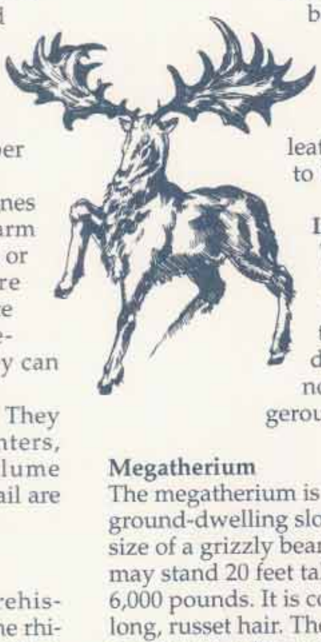
The balucitherium is a prehistoric, hornless ancestor of the rhinoceros. It is a herbivore with a thick, grey-brown hide. The adult stands 15 to 18 feet at the shoulder and may measure up to 28 feet from nose to rump. The four-foot-long head swings on a thick, six-foot-long neck. The adult may weight up to 15 tons. It has poor eyesight but keen senses of hearing and smell.

The animal is very defensive. It tends to attack any animal it detects nearby. The beast attacks by trampling a foe with its front feet. Either hoof does 5d4 points of crushing damage.

Balucitheria are normally solitary creatures. If two are encountered, they are a mated pair. A third balucitherium is their calf. Roll a percentile die and multiply the result by 14 HD and 15 feet to determine the calf's hit points and size.

If magically controlled or raised from a calf, a balucitherium can be trained to serve as a beast of burden. Its immense size and strength enable the beast to carry up to 8,000 pounds.

The hide is well-suited for making leather armor. An adult hide can be worth 50 to 100 gp.

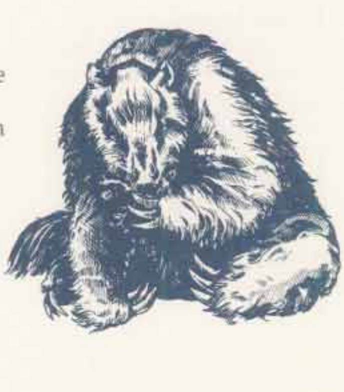


Irish Deer

This moose-sized creature dwells in temperate climes. Its antlers spread to a width of 10 feet, and it can actually gore two opponents within this span if they are directly before the creature. Irish deer are not generally aggressive, but are very dangerous during rutting season.

Megatherium

The megatherium is a giant, ground-dwelling sloth about the size of a grizzly bear. An adult may stand 20 feet tall and weigh 6,000 pounds. It is covered in long, russet hair. The beast is slow moving but more powerful than most animals that might otherwise prey on it. Because of its slow nature, the megatherium always strikes last in the round.



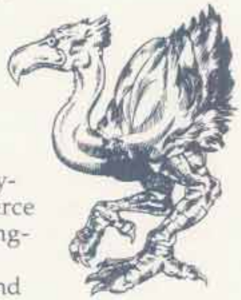
Pleistocene Animal

Despite its awesome appearance, the megatherium is primarily a peaceful herbivore grazing the wooded plains.

Each forepaw has three foot-long claws. These are primarily used to tear apart trees and shrubs for food, but they can also be used as weapons. The megatherium rears on its hind legs, then attacks with swipes that cause 2d6 points of damage from each paw.

The female megatherium gives birth to 1 or 2 cubs every other year. Cubs grow to maturity in four years and are found in 33% of all encounters.

Phororhacos



The phororhacos is a nonflying bird with a huge head and powerful beak. It stands ten feet tall (six feet at the shoulder). It is covered with dark gray and brown feathers. An adult male will have a red crest and a tuft of brilliant orange feathers on the back of its head. The legs are light gray with black claws.

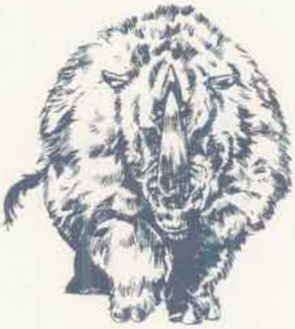
The phororhacos has a deep, braying voice. The bird will emit a fierce battle cry when fighting or challenging another male over territory.

Phororhacos gather in hunting and breeding packs. There is a 10% chance for either eggs or chicks in an encounter. The chicks have 10% to 80% of full growth with a proportionate number of Hit Dice. Chicks do not attack an active foe, but they do tear into a helpless victim in imitation of the adults.

It is a fearless killer and attacks even if it is outnumbered. It initiates an attack by jumping on its victim. when it is jumping to attack, its claws inflict double damage (2d4/2d4). Each round thereafter, the phororhacos kicks and claws for 1d4 points of damage per blow. It also snaps with its beak for 2d6 points of damage. If the phororhacos successfully bites a target smaller than man-sized, it picks up the victim and shakes it around before throwing it back to the ground (1d6 points of falling damage). Such victims are unable to take any action the following round.

Phororhacos eggs and hatchlings are worth 70 to 100 gp. They can be raised as guards, hunters, and mounts.

Rhino, Wooly



The wooly rhinoceros is similar to the modern rhino except that it is covered by a shaggy, russet coat and roams cold, temperate, and subarctic regions. It is an aggressive, belligerent herbivore that is very defensive about its territory.

The wooly rhino has poor eyesight but keen senses of hearing and smell. When one detects an intruder, the wooly rhino charges. The horn inflicts 2d6 points of damage, double if it strikes while charging. Man-sized or smaller targets are also tossed 10 to 20 feet by the force of the blow. The wooly rhino can trample man-sized or smaller victims, each foreleg causing 2d4 points of damage.

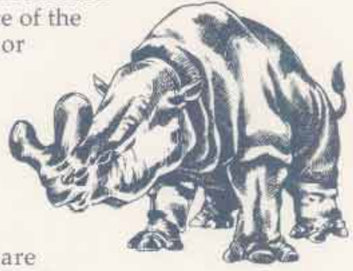
A wooly rhino will charge wagons or other vehicles, thinking them animals. Such charges deliver a crushing blow to the vehicle. An enraged wooly rhino can smash a wagon apart with little effort.

If two or three wooly rhinos are encountered, one is a female. If four are encountered, the last one is a calf (30% to 60% of adult size). Adults gain +1 bonuses to their attack rolls if the calf is threatened. Wooly rhinos rarely abandon a captured or injured mate or offspring.

An adult hide is worth 20 to 30 gp; the thick skin is well suited for making armor. The horn is worth 10 to 20 gp to alchemists who use it in counterfeit healing potions.

Titanothere

The titanothere, also known as the *brontotherium*, is a rhino-like animal. The adult measures eight feet at the shoulder and 16 from nose to rump and weighs up to 8,000 pounds.



It is a huge and fearless herbivore armed with a yoke-shaped horn on its nose. The horn can be used to ram an opponent for 2d8 points of damage. Opponents of man-sized or smaller are also tossed up to 20 feet in the air by the force of the blow. It can trample man-sized or smaller victims with its forelegs, inflicting 2d4 points of damage with each foot.

If any creature threatens the herd, the bulls charge. If the charge strikes home, horn and trample damage is doubled.

If more than six titanotheres are encountered, there are 1d4 calves. The calves are 10% to 80% grown. They do not attack. If threatened, they head for their mothers and try to hide underneath or behind them.

The titanothere's hide is worth 20 to 70 gp. It is extremely thick and well-suited for making leather armor, especially for larger humanoids or other armor-wearing beings.

Other Pleistocene Animals

Creatures from this time period detailed elsewhere include the *cave bear* (Bear), *giant boar* (Mammal, Giant) *spotted lion/smilodon* (Cats, Great), *mammoth/mastodon* (Elephant), *aborigine/cavemen* (Human), and *dire wolf* (Wolf).

Pudding, Subterranean

	Stone	Gray	Dense
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Any	Any	Any
INTELLIGENCE:	Low (5)	Low (5)	Average (8–10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1 (1–3)	1	1 (1–4)
ARMOR CLASS:	4	9	6
MOVEMENT:	3	9	6
HIT DICE:	5	10	10
THAC0:	15	11	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d6	4d8	2d10
SPECIAL ATTACKS:	Moves on ceilings	Surprise, acid	Surprise, disease
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	30%	20%	20%
SIZE:	L-H (8(FM) diam.)	L-H (8(FM) diam.)	L-H (8(FM) diam)
MORALE:	Steady (11)	Steady (11)	Champion (15)
XP VALUE:	1,400	3,000	4,000

Subterranean puddings are viscous, slimy creatures that resemble massive lumps more than living things. A subterranean pudding is, in fact, a colony of hundreds of living organisms in a single pudding. They have no visible eyes, ears, or mouths; the colony creature's sensory organs are located on its underside. Subterranean puddings range from gray to deep blue in color and are usually 8 feet in diameter; larger masses indicate multiple puddings, though no more than four puddings are found in any one mass. They always search for food, moving along floors, ceilings, and walls to find prey.

Sages believe all subterranean puddings are magically altered black puddings. Indeed, the two monsters share some standard characteristics. Subterranean puddings take no damage from edged weapons; blunt weapons cause one-quarter normal damage, regardless of any magical bonuses. Such puddings are immune to acid, cold, and poison attacks. Unlike other puddings, they do not divide when attacked. Rather, they divide into two half-sized sections, each with full hit points, when any of the following spells are cast at them: *fireball, lightning bolt, flamestrike, flaming sphere, wall of fire, chain lightning*, and *incendiary cloud.*

Stone Pudding

Though malleable, this pudding appears rather solid and very sluggish. It is a thick lump that oozes slowly along any surface, preferring to hide on ceilings (from whence it can drop onto its food). It ranges in color from light gray to dark gray—the darker the color, the more recently it has fed. A stone pudding's secretions are poisonous, and each attack causes 3d6 points of damage. When a pudding kills a victim, it rests upon the dead creature until its body absorbs the flesh. This takes 1–10 rounds. Stone puddings cannot eat metal, wood, leather, and other such objects, which are left behind after they consume their victims.

These puddings, their remains, and their surface secretions can be prepared as poisons and used as ingredients in *oil of acid resistance.*

Gray Pudding

Often mistaken for a stone pudding at a distance, this is perhaps the deadliest of the subterranean puddings. Gray pudding uses its deep gray coloration to blend in with shadows and the natural gray hue of stone. This gives its opponents a –4 surprise roll penalty. More corrosive than black pudding, the gray variety emits a powerful acid, delivering 4d8 points of damage. This acid eats through wood, leather, and chain mail in 1 round, and plate mail in 2. Each magical plus of an enchanted item adds 1 round to its survival time. In addition, the creature automatically delivers 4d8 points of damage each round it is encasing a victim. A creature reaching –10 hit points is dissolved, with not even a scrap of bone left behind.

Gray puddings are unusually susceptible to certain spells, provided those enchantments get past its magic resistance. These spells include *flesh to stone,* which acts as a *slow* spell on the pudding, and *airy water,* which alters the pudding's form enough to drown it in its own fluid mass in 2d4 rounds.

Dense Pudding

This variety of subterranean pudding has 10 Hit Dice and is always found at its maximum hit point total (80 hp). Slower than gray pudding, the dense variety has learned from its "relatives" to cling to the shadows and use surprise to its advantage by dropping on potential meals. Targets suffer a –2 to their surprise rolls. Dense pudding is easy to spot in the open because of its dark blue coloration and large size.

The secretions of a dense pudding are corrosive only to living flesh and cause 2d10 hit points of damage. In addition, the secretions are tainted. All those who are damaged by a dense pudding must make a successful saving throw vs. poison or succumb to a debilitating disease. *Cure disease* will negate these effects if cast within 48 hours of the infection.

Raggamoffyn

	Tatterdemanimal	Common Raggamoffyn	Gutterspite	Shrapnyl
CLIMATE/TERRAIN:	Temperate urban	Temperate urban	Temperate urban	Temperate urban
FREQUENCY:	Uncommon	Uncommon	Rare	Very rare
ORGANIZATION:	Hive/colony	Hive/colony	Hive/colony	Hive/colony
ACTIVITY CYCLE:	Night	Night	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Average (8–10)	Very (11–12)	High (13–14)
TREASURE:	Nil	Nil (Q×3)	Nil (Q×3)	Nil (Q×3)
ALIGNMENT:	Neutral	Chaotic neutral	Neutral	Chaotic evil
NO. APPEARING:	1–6	1–4	1–3	1–2
ARMOR CLASS:	10	5	0	–5
MOVEMENT:	18, Fl 12 (E)	12, Fl 8 (E)	6, Fl 6 (E)	6, Fl 4 (E)
HIT DICE:	1	3	5	7
THAC0:	20	17	15	13
NO. OF ATTACKS:	1	1	1	1 or 5
DAMAGE/ATTACK:	1d2	1d6	2d8	2d12 or 1d6 (5)
SPECIAL ATTACKS:	Control host	Suffocation, control host	Blinding, control host	Control host, explode
SPECIAL DEFENSES:	Immune to blunt weapons and mind-affecting spells	Immune to mind-affecting spells	Immune to mind-affecting spells	Immune to mind-affecting spells
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S	M	M	L
MORALE:	Unsteady (6)	Steady (11)	Elite (14)	Champion (16)
XP VALUE:	120	270	1,400	3,000

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that a Rag Mage is creating these animated creatures using a cursed *manual of golems*.

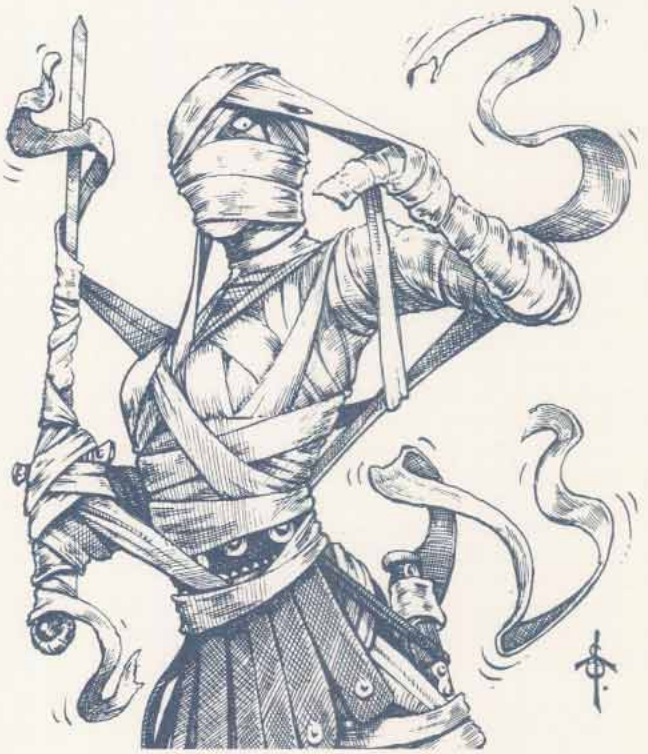
Raggamoffyns speak no known language, though they understand spoken common well enough.

Combat: Raggamoffyns all prefer to fight by possessing a host. They do this by physically wrapping up the victim, wrapping themselves around their target like cloth around a mummy. To enfold a victim, the raggamoffyn must make a successful attack roll against the target's Armor Class counting only Dexterity and magical bonuses, no armor or shield bonuses. If they succeed, a raggamoffyn's cloud of scraps and tatters flows around the target and covers the victim in a skin-tight sheath from head to toe, including covering the eyes and ears. Most raggamoffyns also create a sort of hood or cowl over their host's head, to make it appear as if the host is simply bundled up.

Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters need a successful saving throw vs. spell to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyns to fly to another host. If failed, the character is under their control, but can make another saving throw at the start of each turn to break free. (Each Intelligence point above 15 subtracts one round from the time, allowing smarter characters to save more quickly.) The saving throws are made as normal against tatterdemanimals and common raggamoffyns, but are at –2 against gutterspites and –4 against a shrapnyl's control.

When removed from or rejected by their host, raggamoffyns can fly (poorly), like a swarm of scraps caught in a breeze. They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

Habitat/Society: Raggamoffyns are currently found in dungeons, but are rumored to be popping up in urban settings as well, where they hide as cloaks and capes and piles of rags (the shrapnyl have only been seen in deep underground). They seem driven to create more of their own kind, but they must use



others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn. Whether or not the raggamoffyns serve the mage who may have created them is an open question; some say that their drive to create more of their kind is only a preparation for a silent conquest of civilized communities.

Ecology: In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with their unfortunate hosts), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-animating creatures that dwell underground. Others suggest that the Rag Mage is an illusionist who dabbles in transmutation magics, creating the illusion of life in unliving cloth.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyns (other than gutterspites) do not capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

Tatterdemanimals

This lesser form of raggamoffyn is the least dangerous, made of small, dirty, and tattered scraps of cloth and able to wrap itself around creatures of size T or S. A tatterdemanimal cannot control a host with more than 3 Hit Dice or a 4 Intelligence; its usual victims are rats, dogs, cats, birds, and pigs.

Tatterdemanimals often gather in small groups and control a group of similar animals, such as a pack of dogs or a flock of pigeons. Oddly, they can fly, although they cannot control the host accurately enough to imitate a bird's flapping wings.

Tatterdemanimals suffer double damage from fire, but are immune to damage from blunt weapons.

Gutterspite

The gutterspite is a rare form of raggamoffyn, barely large enough to control creatures of up to dwarf-size (size S), but not quite large enough to engulf elves or humans. The host size is less important to gutterspites, as they almost always choose to stay with the host they bond with at birth. The gutterspites are the only form of raggamoffyn to cooperate with their hosts, rather than simply dominating them (though they can if the host doesn't cooperate with them). Some even claim that the Rag Mage himself is simply the powerful leader of the gutterspite race.

Compared to other raggamoffyns and their whirling scraps of wind and fury, the gutterspites are awkward, shambling masses, made of ropes, string, leather straps, and strips of unraveling cloth holding together a small mass of gems, glass, and glitter. They can control creatures of up to 10 Intelligence and as much as 4 levels or Hit Dice. A gutterspite's preferred hosts are small, often halflings, dwarves, and gnomes. Gutterspites are the only raggamoffyns that can control gnomes and duergar.

Once a day, a gutterspite can create a sparkling burst of light that shines from its glitter and glass, blinding all opponents in a 20-foot radius who fail a saving throw vs. paralyzation. This blindness lasts for 1–4 rounds, giving the gutterspite and its host enough time to flee or attack. Blinded opponents gain no Dexterity bonus to their Armor Class, and the gutterspite gains an additional +2 bonus to attack rolls against blinded foes. Gutterspites are unaffected by *color spray, darkness, light, rainbow,* and *continual light* spells.

Common Raggamoffyn

Usually just called raggamoffyns, these bits of leather cloaks, gloves, and armor are the most common (and most dangerous) raggamoffyn in urban areas. They thrive in rubbish heaps, alleys, and mortuaries, where they often include bits of burial shrouds. Common raggamoffyns can control size S or M creatures of up to 15 Intelligence and as much as 6 levels or Hit Dice.

Common raggamoffyns gather in roving packs on some nights, often controlling the actions of thieves, watchmen, bookkeepers, or other night owls in the city. In rare cases, they asphyxiate hosts who escape their control and might give away their presence to others—the only active attack raggamoffyns use against their own hosts. These strangling attacks are automatic once the raggamoffyn scores a single successful attack against the victim's head (Armor Class 10 without a full face helmet, AC2 with a great helm, Dexterity bonuses and magical rings and bracers apply). After the raggamoffyn plugs up the nose and mouth of the victim and begins to squeeze the throat, the victim must make a Constitution check each round until either the raggamoffyn or the victim is slain. (Spell attacks affect both, but can serve to remove the rags from the host.) The first check is normal, but thereafter each additional check adds another –2 penalty. If the check fails, the victim dies of suffocation.

Shrapnyl

These powerful creatures are made of dozens or even hundreds of shards of metal of all varieties and colors, including bits of iron, brass, tin, and copper. The shrapnyl consist of good-sized bits of metal: entire horseshoes, swords, shields, lanterns, pans, knives, and tableware. They can control hosts up to size L with an 18 Intelligence and up to 9 HD or levels. Their preferred victims are ogres, mages, or (best of all) ogre mages. When they seek to disguise themselves, shrapnyl raggamoffyns arrange their metal shards to resemble splint mail armor.

One of the benefits of this parasite is that the shrapnyl actually acts as armor, taking damage that might normally affect its host (spell effects affect both, except as listed below)). If they are exposed to acids, those particular pieces of metal flip over and expose the host to the acid damage as well, dividing the damage of the acid between them (host and shrapnyl each take half damage).

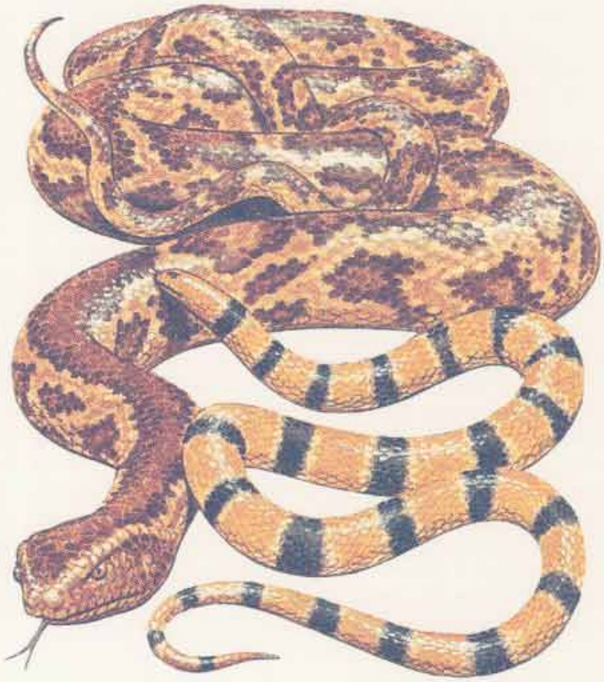
Once per day, a shrapnyl can explode into a cloud of steel, inflicting 4d10 points of damage on any creature within 10 feet, half upon those that make a successful saving throw vs. breath weapon. The shrapnyl's host is unaffected by the explosion, but thereafter the shrapnyl can no longer control its host. The monster must rest and retreat before finding a new host, so it uses the exploding cloud of steel only in extreme situations.

Older shrapnyl sometimes include large chunks of gold, silver, or platinum among their scraps, and use them to lure potential hosts near. They may lie still for hours at a time, then suddenly rise up out of a chest or a pile of coins and surround a host. When in its loose metal form, without a host, a shrapnyl can attack five times a round.

Shrapnyl are vulnerable to *crystalbrittle, shatter,* and *heat metal* spells. *Shatter* causes 3d6 points of damage to a shrapnyl, *crystalbrittle* affects it without the benefit of a saving throw, and *heat metal* causes full normal damage to a shrapnyl.

Snake, Serpent

	Herald	Teak
CLIMATE/TERRAIN:	Tropical forest	Tropical forest
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	Animal (1)
TREASURE:	Nil	Nil (B, Q–10, S, T)
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	1	1–2
ARMOR CLASS:	5	3
MOVEMENT:	24, Cl 18	9, Cl 6
HIT DICE:	4+4	8+8
THAC0:	15	11
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d4/1d4	1d6/2d6
SPECIAL ATTACKS:	Poison	Constriction surprise
SPECIAL DEFENSES:	See below	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7′ long)	H (30′ long)
MORALE:	Average (8)	Average (10)
XP VALUE:	1,400	3,000



Two rare varieties of serpents, the herald serpent and the teak serpent, can be found in teeming tropical jungles, often in the company of other intelligent reptilian creatures.

Herald Serpent

The herald is a lightning-swift reptile with sapphire or emerald colored eyes, and a body marked with black and gold bands. Heralds are the enchanted messengers of serpent lords. Like their masters, heralds are adept linguists and conversationalists, able to speak at least six languages fluently, including common.

Combat: Herald serpents are more likely to talk their way out of a confrontation than attack, using their silver tongues to flatter an opponent while planning an escape route. A herald serpent can cast the following spells, once/day, at the 4th level of ability: *friends, hypnotism, comprehend languages, hypnotic pattern*, and *invisibility*.

If negotiation fails and escape is impossible, the herald can physically attack with its lightning-swift bite, striking twice per round for 1d4 points of damage. The bite automatically delivers a potent toxin, with an onset time of only 1–3 rounds (saving throw vs. poison negates). Victims of the poison suffer complete amnesia, forgetting their own identities, abilities, even memorized spells for 2–8 hours.

Habitat/Society: Herald serpents are the enchanted messengers of serpent lords, who imbue their servants with magical gifts so they can deliver important notices or act as envoys on their lord's behalf. Before their enchantment, heralds are a colorful variety of poisonous jungle snake. Heralds serve their lord willingly and are usually returned to their normal state after completing the mission for which they were enchanted. A *dispel magic*, successful against 16th-level magic, will transform a herald back into a giant poisonous snake with lethal poison.

Ecology: As an enchanted creature, herald serpents have no niche in the ecology of the world, though like any snake, they must eat live prey (birds and small animals, mostly) to survive.

Teak Serpent

Teak serpents are a variety of huge constrictor snakes inhabiting teak and ironwood forests. Adults often reach lengths exceeding 30 feet.

Combat: These reptiles resemble branches of the hardwood trees they inhabit, giving opponents a –2 penalty on surprise and the serpent a superior Armor Class (AC 3).

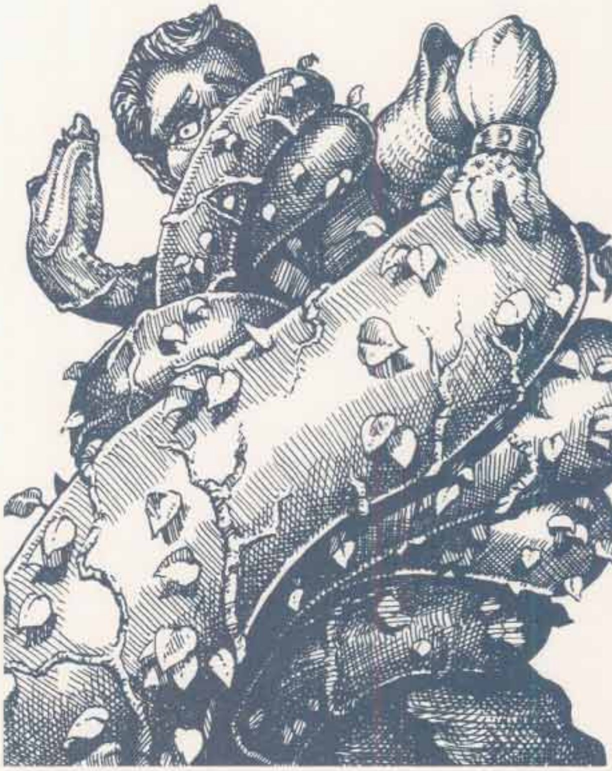
Teak serpents wait patiently in the upper canopy of trees for an unsuspecting victim to pass underneath, attacking from above with a combination bite and constriction attack. The bite inflicts 1d6 points of damage; if a constriction attack is successful, the serpent squeezes each round thereafter for 2d6 points of damage. The coils of a teak serpent are stronger than ironwood, requiring the combined efforts of 80 points of Strength to release a trapped victim. With their prodigious length, one of these serpents can constrict up to three man-sized creatures simultaneously.

Habitat/Society: Because of their ferocity and immense size, teak serpents are feared in the jungles they inhabit. Teak serpents usually subsist on a diet of large animals (preferring baby elephants, when they are available), but they will attack a small group of man-sized creatures without hesitation. They often sleep for up to a week after feeding.

Ecology: The scales of a teak serpent, if used while casting *barkskin*, provide a +2 bonus to Armor Class for the duration of the spell. Teak serpents are sometimes captured by powerful spellcasters and bound into magical staves.

Snake, Serpent Vine

CLIMATE/TERRAIN:	Subterranean forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Constriction, spells
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (40' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000



Serpent vines are a magical cross between a giant constrictor snake and a plant. They live in the vast subterranean forests. These creatures looks like vines, and only can be distinguished as living animals 25% of the time by those who have seen them before and are specifically looking for the snakes. Those unfamiliar with theses snakes have only a 5% chance to detect anything other than an actual vine.

The long, thin body of a serpent vine is covered with heart-shaped green leaves and smaller vines that curve around the entire length of the snake. The leaves actually aid in the creature's movement, acting like small feet that help propel the snake quickly through the underbrush. All serpent vines are green and are able to adjust the shading of their bodies to match that of the trees they hang from or foliage they lie among. Serpent vines are very rarely encountered on bare ground, and only then when the snakes are passing over it. The serpents cling to the green foliage of the underground forests for protection. The snakes are most often discovered hanging amid normal vines on tall trees, where they have the best vantage point to use their spells on unsuspecting prey.

Combat: Serpent vines will go out of their way to attack humans and demihumans because the snakes consider these creatures delicacies. A serpent vine's favorite combat tactic is to hang from a branch that overlooks a forest trail and to use its spells to lure in its prey. Three times a day, a serpent vine can cast *spectral force*. A vine often uses this spell to add luscious-looking, ripe fruit to its body—especially around its mouth.

Once a day, a serpent vine can use the following innate spell abilities: *charm person*, *hold person*, *suggestion*, and *mass suggestion* (up to 5 creatures). It uses suggestions and charms to hint that the affected individuals should relax, come closer, and touch the vine. If a serpent vine has dominated its victim or victims by its spells, it eases its body from the tree, wraps itself about a target, then bites and constricts in the same round. A constriction attack causes 4d4 points of damage. These attacks are automatically successful in the first round if the victim fell for the snake's magic. However, the effects of the spells are negated after the initial attack.

The snakes are cunning and will first attack creatures which are under *suggestion* spells. When finished with those targets, it moves on to the *held* and *charmed* victims.

If a party of individuals encounter a snake, and the snake's spells do not effect any of its intended targets, the snake uses its camouflage ability and quick movement to disappear into the undergrowth. Serpent vines are not foolish enough to attack when the odds are against them. Further, the snakes will not attack groups comprised solely of dark elves, which have proven resistant to its charms. However, the snakes have been known to attack up to three individuals unaffected by their magic, constricting first and then biting immobilized foes.

Habitat/Society: Serpent vines are solitary creatures which do not even associate with others of their kind. They live high in underground trees, laying their eggs in hollowed sections of thick branches or trunks. Each snake will lay 1d6 eggs every four months, and will warm the eggs with its body until they hatch (usually three to four weeks). The snakes are less active during this time, attacking prey only to eat and not for enjoyment. The baby serpent vines are roughly one foot long upon hatching, and are quickly sent down the tree to survive on their own or to fall prey to other subterranean carnivores.

Ecology: Serpent vines are important to the ecosystems of subterranean forests, as they often kill more than they can eat. The kills left behind serve as food for lesser carnivores and help nourish the natural and sentient plant life. As a natural part of an insular food chain, adult serpent vines prey upon all warm-blooded creatures within the forest, but favor humans and demihumans, particularly gnomes and halflings, which they consider sweet flesh. In return, the serpent vines are often hunted by rangers and druids, who view them as a serious threat.

Sphinx, Draco-

CLIMATE/TERRAIN:	Desert, mountain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	9, Fl 24 (D)
HIT DICE:	11+11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d4/3d4/5d4
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (9' tall at the shoulder)
MORALE:	Fanatic (17–18)
XP VALUE:	12,000

The highly magical dracosphinx is native to the desert highlands, where it competes with the more numerous hieracosphinx for territory. This fierce, sly predator scours the wilderness for prey, be it small game or humans. The dracosphinx has a lion's body, a red dragon's head and foreparts, and a mane of colorful feathers. Its long forepaws have sharp dragon claws.

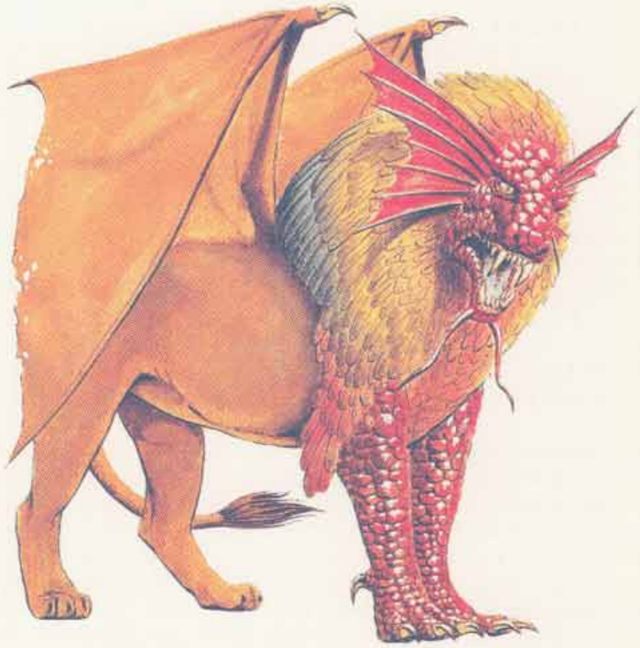
The dracosphinx speaks common and the language of red dragons, to whom it is distantly related.

Combat: Dracosphinxes are excellent wizards, specializing in illusions. They have the spells of a 9th-level illusionist, but cast them as if they were 12th level. They often use their illusions to fool prey into a false sense of security, then strike when it is least expected.

A dracosphinx attacks with its huge claws and teeth, causing 3d4 points of damage with a successful claw strike and 5d4 points of damage with its fangs. The fiery breath weapon can be used once per turn; this spews forth flaming gas in a 100-foot-long cone that is 20 feet wide at its far end. This inflicts 8d10+8 points of fiery damage. A successful saving throw vs. dragon breath reduces the damage by half.

Habitat/Society: Dracosphinxes live solitary existences on bleak cliff sides. They spend their days looking for prey and lying in the sun, although they will occasionally travel in search of obscure knowledge. Each dracosphinx carves out a territory of approximately five miles in diameter. They aggressively work to drive major predators from their territory: dragons, men, hieracosphinxes, and the occasional wyvern. Their philosophical ideas include the one that only the strongest and cleverest survive and the weak and cowardly get what they deserve.

Dracosphinxes know that humans who seek them out and talk to them often try to slay them; they enjoy tricking such humans with riddle contests and conversations that leave the humans unprepared for a sudden attack. They will usually make such an attack at least once during any prolonged encounter, as they value strength nearly as much as cleverness. Obvious weakness, lack of strong leadership in a group, or any hint of fear will almost certainly trigger an attack. Conversely, a show of strength backed up by the ability to deal with the attack when it comes will make the dracosphinx much more helpful as a source of information or lore. The dracosphinx can even be forced to give up a specific object if it is demanded and minutely described by an individual with certain knowledge that it is in the creature's hoard.



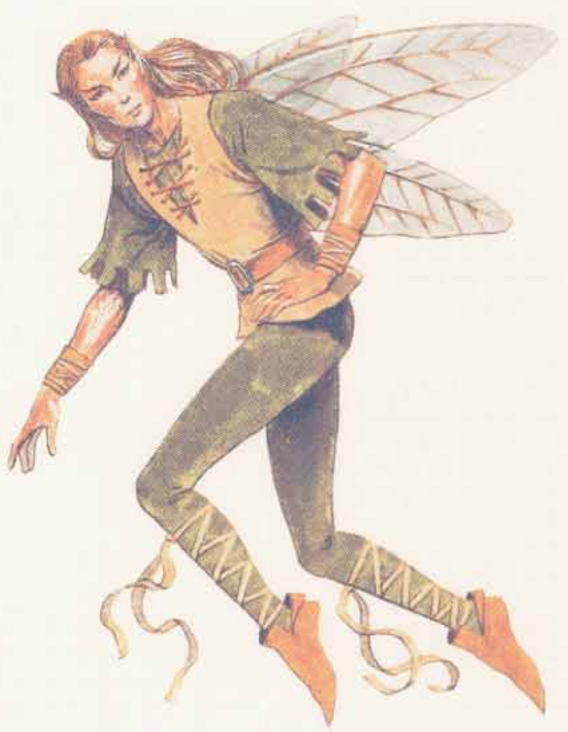
Once a dracosphinx has been bested, assuming it survives, it will usually abandon its territory and in order to find a new place to live.

Dracosphinxes pride themselves on their cunning and respect it in others. They will occasionally let weak but clever captives go in exchange for a service, usually the recovery of a magical item or piece of lore. Knowledgeable captives will be kept as long as the dracosphinx can learn something new from them; this takes one day per experience level of the captive, with Intelligence checks required daily thereafter to hold its interest. When the dracosphinx loses interest, the captive will likely be killed and eaten. Like dragons, dracosphinxes are greedy and amass hoards of coins, jewels, and other valuables.

Ecology: Dracosphinxes mate once in a lifetime, with the female flying away to raise a clutch of three to five large brown eggs. These eggs are laid in separate areas and buried, since hatchlings are likely to eat each other. The hatchlings are about a foot long at birth and are capable of hunting small game. They grow to nearly full size within a year. They have life spans of about 600 years. Dracosphinxes cannot be tamed except through magical means.

Sprite, Seelie Faerie

CLIMATE/TERRAIN:	Forests, sylvan setting	
FREQUENCY:	Very rare	
ORGANIZATION:	Community	
ACTIVITY CYCLE:	Any	
DIET:	Omnivore	
INTELLIGENCE:	Average to Very (10–12)	
TREASURE:	Nil (D)	
ALIGNMENT:	Chaotic neutral	
NO. APPEARING:	10–100	
ARMOR CLASS:	5	
MOVEMENT:	6, Fl 18 (B)	
HIT DICE:	1–1	
THAC0:	20	
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	By weapon	
SPECIAL ATTACKS:	Spell, sleep poison	
SPECIAL DEFENSES:	Invisibility	
MAGIC RESISTANCE:	25%	
SIZE:	T (1″ to 1′ tall)	
MORALE:	Steady (11–12)	
XP VALUE:	270	
	Noble	420
	Monarch	650



In the mystical reaches of sylvan woodlands, where ancient elves once walked and worshiped strange gods, live faeries of a most unusual type.

These are the seelie faeries. Furtive and shy, reluctant to make contact with the outside world, the seelie faeries are often mischievous and annoying when they are found.

Seelie faeries vary greatly in appearance. Most resemble diminutive humans of great beauty and grace. Though some are distorted or implike, they still possess an otherworldly aura. Some have animal heads, tails, or limbs, while still others are entirely alien in appearance, though still strangely beautiful. All seelie faeries can fly, though some have translucent, membranous wings. They range in size from one inch to one foot in height and seem to have control over their actual size—individuals have been encountered at one size, then seen later in larger or small forms.

Combat: Seelie faeries are mischievous and have little stomach for direct combat. They can become *invisible* at will, and use this power to ambush foes. They wield tiny swords (1d2 points of damage) or bows (1 point of damage) treated with *sleep* poison. Anyone hit by these weapons must save vs. spell or fall into a deep sleep for 2d4 hours. Victims must successfully save each time they are hit, making mass attacks by seelie faeries surprisingly effective.

Seelie faeries are also known to ride giant insects such as dragonflies, bumblebees, and hornets. They carry small lances (1d4 points of damage) that are sometimes treated with sleep poison.

The seelie faeries' most popular forms of attack, however, are magical. All seelie faeries have innate magical abilities.Each can cast at least one spell, which may be of *any* level, once per day. Each seelie faerie's spell is fixed (and must be determined by the DM). Most are nonlethal but annoying, such as *sleep, dancing lights, shocking grasp, fog cloud, irritation, improved phantasmal force, stinking cloud, slow,* etc. Spells such as *Tasha's uncontrollable hideous laughter, polymorph other,* and *Otto's irresistible dance* are popular, for to the seelie faeries they have hilarious results.

Habitat/Society: Seelie society is divided into commoners, nobility, and royalty. Seelie nobles can cast two spells per day, while royals can cast at least three.

Seelie faeries claim to live in fanciful palaces invisible to the normal eye—these may in fact exist on small demiplanes connected to the Prime Material Plane at places steeped in faerie magic. The days of the seelie faeries are dedicated to feasting and reveling, and they never seem to work.

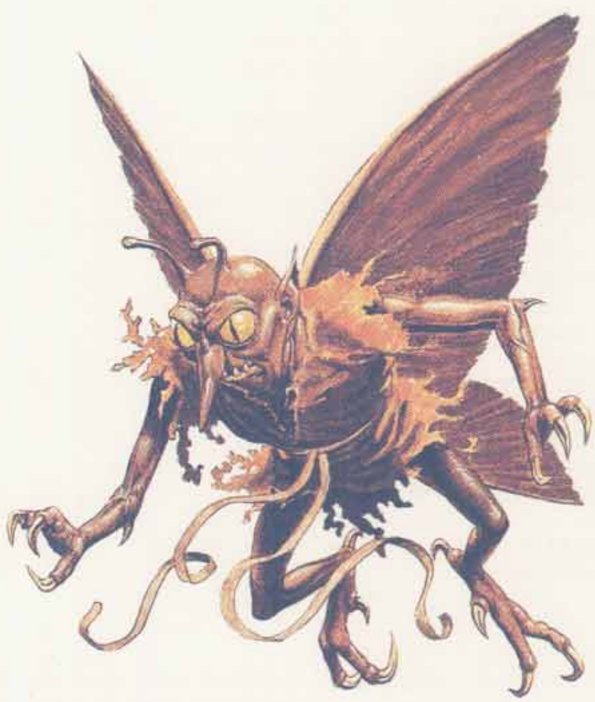
The only thing the seelie faeries seem to take seriously is the threat posed by their chaotic evil cousins, the unseelie faeries. The wicked unseelie are locked in a centuries-long war with the seelie faeries, a war neither seems capable of winning. Their hatred is strong and they will attack one another on sight.

Ecology: Seelie faeries seem to have very little effect on the outside world. They appear to derive sustenance from the tiny demiplanes where they keep their palaces and homes, and they rarely hunt or forage for food on the Prime Material Plane.

Sprite, Unseelie Faerie

CLIMATE/TERRAIN:	Forests, sylvan setting
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10–100
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1–1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Fear, spell, sleep poison
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	25%
SIZE:	T (1" to 1' tall)
MORALE:	Steady (12)
XP VALUE:	420



Twisted and evil cousins of the seelie faeries, the unseelie faeries are ugly, dark-skinned creatures. They have tattered insect wings, long thin arms, and broad, large-nosed faces. Like their cousins, the unseelie faeries vary greatly in appearance, often with the faces or limbs of beasts with claws, fangs, or oversized, monstrous eyes. Individuals are able to manipulate their size, ranging from one inch to one foot in height.

The unseelie faeries fight an endless war against the seelie. However, while the seelie faeries are merely mischievous, the unseelie faeries are sadistic and murderous. Seelie faeries merely taunt and annoy intruders, unseelie faeries take delight in the infliction of pain and killing.

Combat: Unseelie faeries can become *invisible* at will, and use this ability to follow, terrorize, and eventually ambush foes. The mere sight of an unseelie faerie is terrifying to ordinary mortals and has the effect of a *fear* spell on all observers.

Unseelie faeries fight with tiny weapons (swords inflict 1d2 points of damage, bows inflict 1 point). The weapons are sometimes treated with the same *sleep* poison used by their seelie cousins (those hit must save vs. spell or fall asleep for 2d4 hours). Victims often waken to find themselves bound and tormented by dozens of wicked unseelie faeries, who derive great amusement from the pain and suffering of others. Unseelie faeries also ride bats or stirges into battle, attacking with small lances (1d4 points of damage) that are sometimes treated with sleep poison.

Each unseelie faerie can cast at one spell, once per day (noble and royal unseelie faeries are unknown). This spell can be of any level, but is fixed (and must be determined by the DM). Most are damaging and painful, such as *magic missile, lightning bolt, cloudkill*, or *monster summoning*.

Habitat/Society: Unseelie faeries live in tribal communities located in dark, twisted places, like gnarled trees, grim swamps, and dreary, weed-infested meadows. Their palaces, located on small demiplanes are ugly black structures bristling with spikes, carved skulls, and images of horrifying monsters.

They live under a malevolent anarchy, each individual doing as he or she pleases, usually the behest or under the control of the individual with the most powerful magical abilities. These individuals often style themselves king, queen, or emperor, but they are just as often deposed.

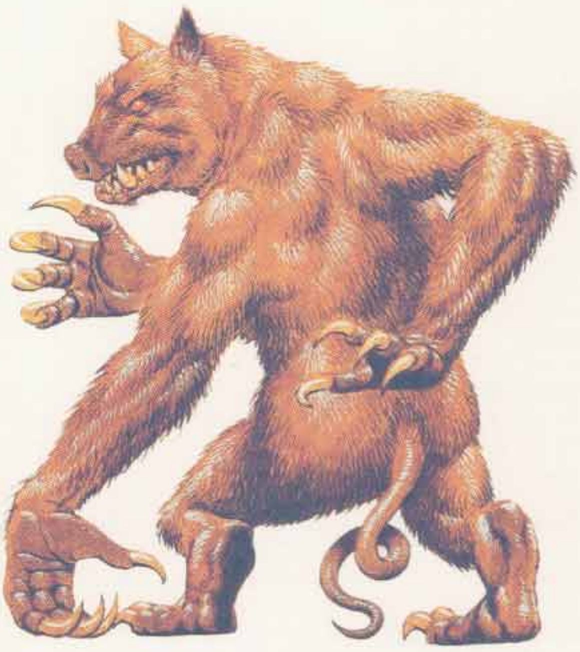
The unseelie faeries have always fought their seelie cousins, and will attack them on sight. Their battles rage the length and breadth of any sylvan area they share, and woe be unto any travelers caught in the middle.

Grief comes to anyone caught in unseelie territory after nightfall. They are merciless with captives, often inflicting evil torments before finally killing the victims. Even those who escape have problems—they are often *polymorphed*, with the head of a goat and the legs of a beetle, dancing, itching, or laughing uncontrollably.

Ecology: Though the unseelie faeries seem to gain their sustenance from the tiny demiplanes where their palaces are located, they have a significant effect on the surrounding lands: hunting animals for the fun of it, despoiling pleasant glades, felling trees, and attacking travelers. Experienced explorers know the signs of nearby unseelie activity: twisted and blackened vegetation, animals killed and left to rot, smashed trees, and poisoned water. Those familiar with sylvan woodlands are always careful to avoid such regions.

Squealer

CLIMATE/TERRAIN:	Temperate forest, tropical jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (C)
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	9, Climb 15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6+6/1d4+1/1d4+1/1d4+1
SPECIAL ATTACKS:	Drop, hug, rear claws for 1d4+1 each
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (8'–9' tall)
MORALE:	Steady (11–12)
XP VALUE:	8,000



A squealer is a grotesque creature with a piggish face and leathery skin over which a fine coat of green and brown fur forms variegated patterns. A squealer has two legs and three arms, all ending in claws. Two arms are 4 feet long, while the third, which sprouts from the predator's back, is 5 feet long.

In addition to the shrill cry which gives them their name, squealers have a highly developed range of vocalizations. The wily creatures can imitate the sounds of wounded animals, as well as those of humans and demihumans, such as screams of terror or the cries of a baby.

Combat: Squealers are crafty and prefer using their voices to lure prey into ambush. The squealer's coat makes it difficult to see in the trees; opponents receive a –2 penalty to surprise rolls. Once a victim is in range, the creature either drops on its prey or drags it into the trees. Dropping on a victim requires an attack roll and causes 5d4 points of damage.

When on the ground, or when using its legs to hang from a tree limb, the squealer attacks with its teeth and its three foreclaws. When a squealer hits with its third arm, it hauls its victim into the air and continues to bite and claw.

A squealer may instead use its third arm to hang from a tree, attacking with its teeth and other arms. If the squealer hits with both its other arms, it pulls the prey into a hug, then bites while raking with its rear claws. The hug causes 2d4 points of damage per round the prey is held.

A victim being held or hugged loses all Dexterity bonuses to Armor Class; held prey receives a –2 penalty to attack rolls, while a hugged victim is unable to attack unless already holding a small weapon. Held or hugged prey must make a successful bend bars roll in order to break free.

The squealer can carry up to 500 pounds, either with its third arm or clutched with the other two. Once a squealer has captured a victim, it will often climb higher to avoid competition. One of the squealer's favorite tactics is to take prey high into the trees and then drop them to the forest floor. It is especially likely to do this to a victim which causes it pain.

If intended prey eludes a squealer's initial trap, the predator will pursue tenaciously, staying in the trees. The squealer's five limbs allow it to climb quickly through the foliage. Squealers can also leap as far as 30 feet horizontally or 15 feet vertically. A squealer will end pursuit only if faced with numerous foes or foes which are much larger than the squealer itself.

If a squealer is not especially hungry when it catches prey, it may attempt to knock or throttle its victim unconscious, then secure it to a tree trunk with vines.

Habitat/Society: Squealers inhabit only forests where trees are close enough for them to maneuver through the branches with ease. They make leaf and branch nests high above ground.

Squealers are solitary and mark their territory by clawing deep gashes into trees at the edge of the area they claim. However, during a brief mating season in the spring, pairs of squealers may be found together. At such times, the squealers' bloodlust runs high, and they are more likely to attack.

The female squealer is indistinguishable from the male. When ready to give birth, a female travels to the male's territory. After delivery, 2–5 infants are placed in a pouch in the male's abdomen. When they emerge several months later, they climb to the highest branches, venturing back down only to feed on their father's leftovers or bound victims. When fully grown (in about a year), they are driven from the area by their father.

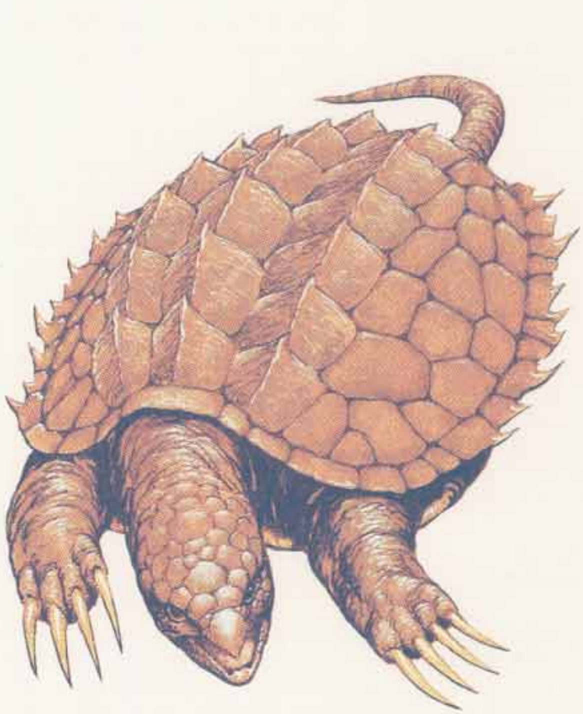
A young squealer has the same Armor Class and Hit Dice as an adult, but has only 1 or 2 hit points per Hit Die. It cannot use its claws effectively, but can bite for 1d4 points of damage.

Ecology: Squealers prefer fresh prey and sometimes save victims for a while. Some squealers even feed their captives, keeping them alive for days. They care little for treasure. However, since a squealer generally carries its prey to a place near its lair to feed, the ground below is often littered with valuable objects.

If infant squealers are removed from an adult's pouch, they will live only if kept warm and fed chewed meats. Young squealers can be trained as guards if raised from infancy. An untrained squealer is worth up to 3,000 gp, while a trained specimen could bring as much as 10,000 gp. Trained squealers can learn several commands and are very loyal.

Turtle, Giant

	Sea, Giant	Snapping, Giant
CLIMATE/TERRAIN:	Any sea	Lake or river
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–3	1–4
ARMOR CLASS:	2/5	0/5
MOVEMENT:	1, Sw 15	3, Sw 2
HIT DICE:	15	10
THAC0:	5	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4d4	6d4
SPECIAL ATTACKS:	Upset craft	Surprise, jaws
SPECIAL DEFENSES:	Hide limbs	Hide limbs
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (50′ diam.)	H (40′ diam.)
MORALE:	Champion (15–16)	Elite (13–14)
XP VALUE:	5,000	3,000



Giant turtles are simply huge varieties of the normal species encountered daily in the wild. They resemble their common counterparts in every respect except for size.

A turtle is characterized by its bony outer shell. The lower portion of the shell is known as the plastron, while the upper shell is referred to as the carapace. It is into this shell that a turtle withdraws its legs and head when threatened. Some turtles are incapable of completely shielding their limbs in this way, and plaster their legs very close to the shell for protection.

Giant turtles eat whatever is available in their environment, from living plants to all types of insects, small mammals, and fish of all kinds. They prefer fresh green plants and live worms, as turtles do not enjoy feeding on carrion or rotting vegetation. Naturally, such foods are fair game if the turtle is in danger of starvation.

Turtles have very long life spans—from 30 to 150 years, depending on the species. They are slow-moving and thus would rather withdraw into their shells when faced with an enemy, rather than either fight or flee. However, when harmed or persistently molested, the strong, quick bite of a giant turtle is a deadly weapon indeed.

Giant turtle meat is considered a delicacy in most cultures, and it is highly nourishing and palatable. The upper shells of giant turtles are also greatly preferred as they can be made into small huts, strong roofs, or even boats. Without exception, the tropical marine varieties of sea turtle are the finest tasting and have the most attractive shells.

Giant Sea Turtle

This basically non-aggressive marine creature fights fiercely if annoyed or threatened. The tearing bite of giant sea turtle causes 4d4 points of damage to the unlucky victim. If one surfaces beneath a small craft, there is a possibility of upsetting the vessel. There is a 90% chance for a rowboat but only 10% for a longship. Adjust this base chance for other sea-going vessels according to the size and stability of the craft.

The head and flippers of giant sea turtles are Armor Class 5, while the shell is AC 2. If the turtle withdraws its head and flippers into its shell either for defense or while resting, all attacks are considered to be directed against the shell.

Giant Snapping Turtle

Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found in large lakes and rivers. Many myths about lake monsters were born out of sightings of these relatively common freshwater creatures.

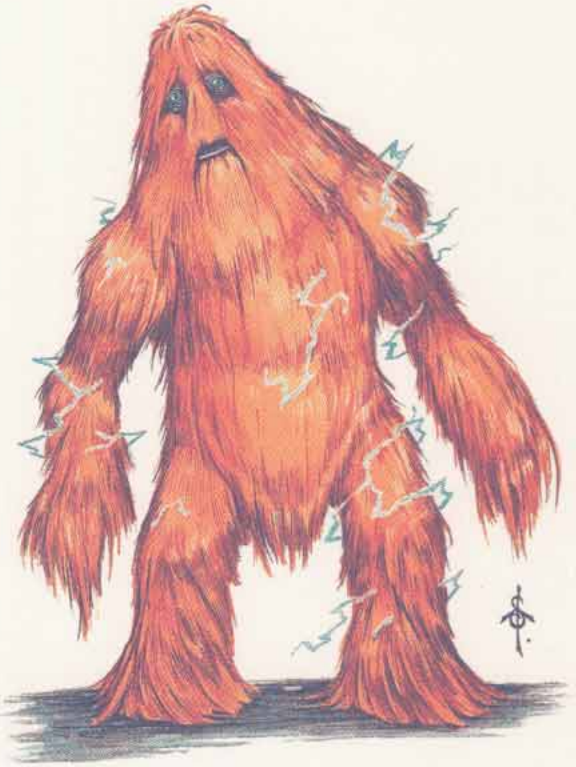
They lurk near shore or on the bottom, they do not swim quickly. There they remain motionless, causing a –3 penalty to opponents' surprise rolls. They then shoot forth their long necks (up to ten feet away) to grab their prey. Once a victim is bitten (for 6d4 points of damage), he is invariably grabbed by the powerful jaws. Only a successful bend bars/lift gates roll frees one from the vicious mouth, as spells cannot be cast or weapons used at these times. Meanwhile, bite damage is automatic each round while grabbed. When the victim becomes unconscious, the giant snapping turtle throws back its head, gently tossing the victim into the air a few feet, then down into the open gullet of the beast.

The lightly plated heads and limbs of these monsters are AC 5 when extended, but the shell affords AC 0 protection to the body, and to the limbs if retracted.

Other Giant Turtles

Other varieties of giant turtles are known or rumored, including a desert turtle much like the giant snapping turtle but adapted to arid regions, and there are legends of an ocean-going sea turtle of such size that it was mistaken for a small island!

Umpleby



CLIMATE/TERRAIN: Temperate forest
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5–7, but see below)
TREASURE: Special
ALIGNMENT: Neutral

NO. APPEARING: 1–3
ARMOR CLASS: 4
MOVEMENT: 9
HIT DICE: 6
THAC0: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d4
SPECIAL ATTACKS: Electrical shock, nets
SPECIAL DEFENSES: Immune to electrical attacks
MAGIC RESISTANCE: Nil
SIZE: L (8′ tall)
MORALE: Elite (14)
XP VALUE: 420

The umpleby is an eight-foot-tall, 400 pound walking mound of wild, straggly brown hair. Lips and eyes can be discerned on its face, but every other part of its body is covered with fur.

When encountered in its native temperate forest, the umpleby will neither attack nor try to hide, but will just stand stupidly and stare.

The umpleby can speak common in a halting fashion, but will rarely do so; in general it is an uncommunicative creature.

Combat: The umpleby will defend itself if attacked, but usually will not fight either for or against an adventuring party. When it does attack, it strikes with its hands for 1d4 points of damage.

The umpleby often makes nets out of its own hair and stores them by wrapping them around its waist. It can throw such a net 30 feet. It will use its nets or its special electrical attack only if threatened.

The umpleby stores large quantities of static electricity in its body. Each day, it can deliver a total of 50 hit points of electrical damage simply by touching its opponents. A normal attack roll is required unless the victim is unsuspecting. Metal armor of any type is considered Armor Class 10 with regard to this attack, though appropriate magical and Dexterity bonuses still apply. The umpleby can deliver all 50 points of damage in one strike, or it may regulate the amount of electrical damage it inflicts, usually conducting 1d8+8 points of damage.

When it delivers the 50th hit point of electrical damage, the umpleby immediately goes to sleep, recharging its static electrical charge as shown on the table. The creature is, of course, immune to electrical attacks.

Sleep	Static Charge Restored
Less than 1 hour	4d4 points
1–4 hours	25 points
4–8 hours	37 points
8+ hours	50 points

Habitat/Society: An umpleby usually lives in a cave or hole dug into the earth or into the side of a hill. It is a rather stupid creature, and solitary by nature; the umpleby attention span is too short to be interested in forming a community. Occasionally, a male and a female umpleby will encounter each other in the forest and band together just long enough to bear a young one. They stay together until the "baby" wanders off one day and doesn't come back, then they lose interest in each other and wander off themselves. No more than three umplebys have been seen together at one time.

Umplebys love shiny and sparkling treasure, and can detect large amounts of precious metals and gems (more than 1,000 coins or 50 gems) up to 100 feet away, even through solid rock. These shiny objects are among the few items that will hold an umpleby's attention for any duration. It keeps a huge treasure trove of these items in its lair, but it will never reveal the lair's location, even if threatened with death (though *charm monster* may overcome this reluctance).

On meeting a party of adventurers, an umpleby will often simply shamble along with them, neither helping nor willing to be left behind. It constantly gets in the way and seems incapable of moving in silence.

An offer of food and water will ensure instant and total loyalty to its benefactor, as the umpleby is incessantly hungry and thirsty. This loyalty includes help and possibly advice, and will be broken if the benefactor does not reward the umpleby with a reasonable proportion of any coins or gems discovered as a result of its aid. If insufficiently rewarded, the umpleby will leave; if pursued, it will refuse further cooperation.

Ecology: Umplebys are primarily vegetarians, eating berries and fruits from the trees. If befriended by an adventuring party they will eat almost anything that is given to them.

The umpleby's hair is very tough, and 50% more difficult to cut, break, or burn than the cords of a magical web. An intact umpleby net can bring as much as 100 gp.

Because of the umpleby's ability to shock, few creatures tangle with them. Blue dragons regard them as light snacks, and sometimes venture out of their desert homes to enjoy one. Umplebys regard volts as particularly horrid pests.

Vizier's Turban

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Any

NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	3
HIT DICE:	See below
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'–4' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000

The vizier's turban is a symbiotic creature which attaches itself to a wizard. It provides its partner with greatly enhanced spellcasting potential and magic resistance. In return, the wizard agrees to a permanent loss of hit points, which are used by the creature to sustain itself. The potential power to be gained by bonding with a vizier's turban far outweighs the sacrifice to the wizard. The vizier's turban cannot bond with a sha'ir (desert mage specializing in genies).

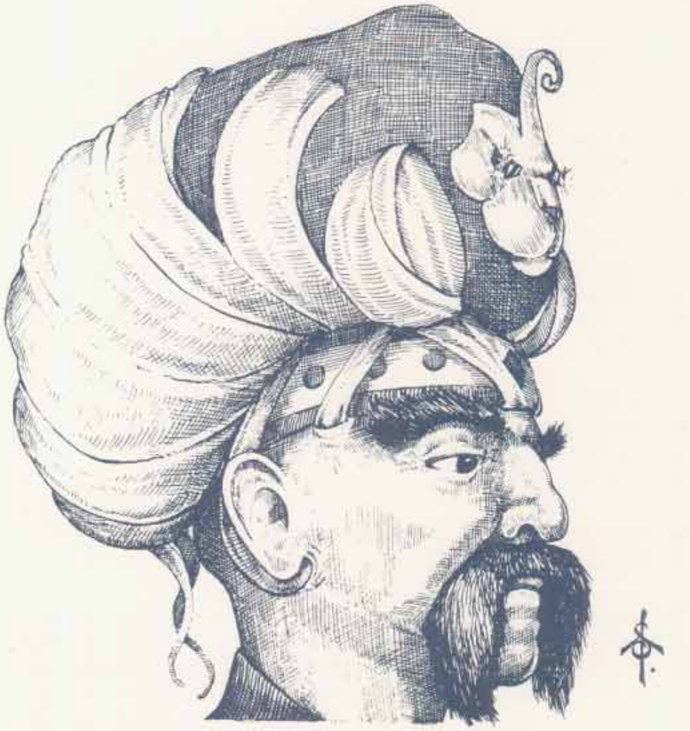
A vizier's turban looks like a turban (of any color) secured by two bright jewels (its eyes). Its skin resembles fine cloth. It can change color to suit its partner's attire and can reshape itself somewhat to look more like a scarf or veil for female wizards who prefer such attire to turbans. A vizier's turban enjoys watching what goes on around it from its vantage point atop its partner's head and communicates telepathically with its host.

The wizard decides how many hit points (up to a maximum of 10) to permanently give up to his or her vizier's turban. One hit point may be given to the symbiote whenever the wizard gains a new level, so it is possible to find an 11th-level wizard whose vizier's turban has 10 hit points, or a 9th-level wizard who has one with only 2 hp. The number of hit points the symbiote has is a function both of how many its wizard sacrifices to it and at what point in the wizard's career the vizier's turban met and bonded with the wizard.

Combat: Vizier's turbans make no attacks and cause no damage. For all practical purposes, the vizier's turban and its host function as a single being. The symbiote is content to let its partner control the thinking, movement, and body functions. It will give advice only if specifically asked.

The potential power which a vizier's turban can bring to its wizard is a function of how many hit points it has. It saves as a wizard of the same level as it has hit points, so a vizier's turban with 4 hit points would save as a 4th-level wizard. It also provides its host with 5% magic resistance for every 2 hit points it has, up to a maximum of 25%. Vizier's turbans cannot have more than 10 hit points; extra hit points sacrificed to it are lost as if the wizard were wounded and can be healed normally.

For every hit point it receives, the creature enhances its chosen wizard's spellcasting abilities, as detailed on the following chart:



1 hp = One extra 1st-level spell per day
2 hp = 5% magic resistance
3 hp = One extra 2nd-level spell per day
4 hp = 10% magic resistance (total)
5 hp = One extra 3rd-level spell per day
6 hp = 15% magic resistance (total)
7 hp = One extra 4th-level spell per day
8 hp = 20% magic resistance (total)
9 hp = One extra 5th-level spell per day
10 hp = 25% magic resistance (total)

The maximum benefit a wizard can derive from a vizier's turban is thus one 1st-, one 2nd-, one 3rd-, one 4th-, and one 5th-level spell per day plus a magic resistance of 25%. Vizier's turbans do not know any spells themselves, nor can they give their partners access to spells the wizard does not already know or is not usually allowed to cast. All restrictions as to elemental provinces, spell schools, and other limiting factors remain in force. The vizier's turban in no way allows its partner access to clerical spells, nor does it enhance such spells should its partner be a wizard/priest. These symbiotes provide no benefits to sha'irs at all and cannot bond with them.

Damage to its host from weapons, whether normal or magical, has no effect on a vizier's turban. Even if struck directly by a weapon, the damage passes right through the creature and affects its host instead. Secondary effects which emulate spell effects (such as an electrical attack which occurs when the sword strikes) are handled similarly to magical attacks against the symbiote or its host.

Spells and magical items which produce spell-like effects may affect a vizier's turban. Single target spells (such as *charm person*) and nondamaging area-of-effect spells (such as *chaos*) have no effect on a vizier's turban, even if the creature is the primary target of such a spell. If its partner fails the magic resistance roll provided by the vizier's turban and also fails his or her saving throw vs. a damaging area-of-effect spell, then the symbiote must also make a saving throw vs. spell. If it fails, the creature is affected by the spell as a separate entity, which almost guarantees its demise. If it successfully saves, it is affected as if it were a natural part of its partner, with its hit points being the last to be lost.

For example, a host mage with 24 hp has given 2 hp to his vizier's turban, leaving him with 22 hp. The mage is hit by a *fireball* for 23 points damage and fails both his magic resistance check and saving throw, meaning he takes full damage. The symbiote now saves and, if successful, takes only 1 point of damage (the amount by which the spell damage exceeded the mage's hit point total). Since the vizier's turban would still be alive, it could find another host. Had the *fireball* done 24 or more points, the symbiote would be dead. If it had caused 22 or fewer points, the vizier's turban would have been unharmed. Had the mage made his saving throw or his magic resistance check, the vizier's turban would have been completely unaffected, even if its host had been killed by cumulative damage.

If the vizier's turban has more than 1 hit point left at any time that its host wizard is badly injured (i.e., reduced to half or less of his hit points total), it can return all but 1 of its hit points to its host. These regained hit points function just as if a healing spell had been used on the wizard and had restored that many hit points. Once the wizard is restored to full hit points, he or she must return these hit points to the symbiote. One hit point is always lost permanently in this exchange, reducing the wizard's total by 1, so this exchange is not made frivolously. Furthermore, returning the hit points to his or her symbiote wounds the wizard for that many points of damage—damage that can only be healed magically. The 1 hit point lost in this exchange cannot be restored by any means short of a *wish*.

Habitat/Society: There are several theories as to the origin of vizier's turbans. One theory suggests that the turbans are actually lesser genies of some sort, either condemned to serve wizards for some transgression against other genies or specifically shaped to perform the duties they do (much like tasked genies). Another theory contends that vizier's turbans were originally just that—magical headgear which somehow developed both intelligence and a sense of self while retaining their magical properties. The theory which has gained the most acceptance is that the creatures were originally some sort of familiar.

Whatever their origin, vizier's turbans do not appear to reproduce in any discernible manner, and no mated pairs have ever been found. When two vizier's turbans meet (usually while traveling with their bonded wizards), they will greet one another politely but refrain from long conversation, as though they had no interest in one another. They seem to have no differentiation of sex, adopting a male or female outlook to match that of their host. It has been theorized that the creature may reproduce by fission, forming a duplicate which is then left to fend for itself. Until it bonds with a wizard, the vizier's turban is considered to have only a single hit point.

Though it recognizes that it is a separate being from its host, a vizier's turban takes its personality and reactions to situations directly from its partner. It will never disagree with a decision made by its host unless asked to give its own opinion. It has no opinions about what spells the wizard should study or which ones he or she should cast in a given situation, since it does not itself have any spellcasting talent. It does not understand and cannot read the spells which its wizard learns but instead derives a sense of satisfaction from feeling its wizard's emotional response to both learning and casting spells.

The vizier's turban seems to have no fixed ethical sense, changing alignment to match that of its host and adopting his or her point of view. When not with a host, the creature alignment detects as being true neutral. If a vizier's turban changes hosts, it will change its alignment to fit that of its new host, if different.

A vizier's turban exists on the hit points given to it and on the companionship of its chosen wizard. It eagerly engages in philosophical discussions with its host if the wizard initiates the conversation. It has no need to eat or drink but does enjoy being bathed, and it likes to rearrange itself into different styles of turbans when given the chance.

Keenly curious, a vizier's turban is always happy to travel with its host to see new places and things. It is very observant, though it reacts to stimuli with a never-ending sense of wonder rather than logically. If it sees a lion charging its wizard, for instance, it does not warn the wizard but rather goggles at the wondrous creature rapidly approaching.

A vizier's turban is least happy when separated from its partner, and mourns if it is taken off and left behind when its wizard goes out. A vizier's turban that is ignored by its wizard becomes depressed, and if not allowed to participate more fully in its wizard's life will eventually leave and seek a new partner. If a vizier's turban leaves its wizard, it takes half the hit points it has received away with it. The wizard regains the other hit points but permanently loses those retained by the turban.

Although they can be found almost anywhere, it takes a keen eye and a desire to bond with one to locate a vizier's turban. Even then, its rarity makes it unlikely that a wizard who is not spending every waking hour searching for one will find one. They are virtual masters of disguise since they look like strips of material when unwound and like scarves, turbans, or veils when posing.

This odd creature does not detect as magical but can be found via spells or devices which detect life or alignment. Its sense of humor is such that it is amused by the antics wizards go through to locate it. Indeed, its attempts at disguise and camouflage may be a test to see if a particular wizard is clever enough to find it and therefore worthy to become its partner. When its eyes are closed, it is indistinguishable from any other item of clothing. Favorite hiding places for vizier's turbans are at cloth markets, inside wardrobes, in rag bags, and among caravan trade goods. Since it can change color at will, it can be quite difficult to spot one should it wish to remain hidden.

Ecology: Vizier's turbans have no real effect on their environment other than upon the wizards they bond with. They occupy a unique niche. No one has ever seen a vizier's turban die of natural causes, so it is impossible to estimate how long they live. They might even be immortal.

Wall-Walker

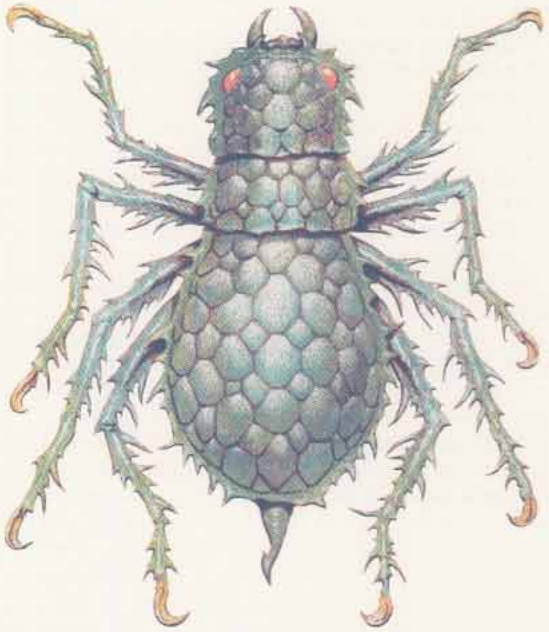
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–2 (4–16)
ARMOR CLASS:	3
MOVEMENT:	9, Cl 12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	2d12/2d12/2d8 or special
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Psionics, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Elite (13–14)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/6	—/MBk	11	80

Clairsentience—*Devotions:* feel light, feel sound.
Psychometabolism—*Sciences:* shadow-form;
Devotions: catfall, chameleon power.
Telepathy—*Devotions:* contact, mind blank.



Wall-walkers, subterranean predators that live in underground caverns and passages, are named for their climbing ability. They combine many of the characteristics of spiders and large reptiles. Wall-walkers have a reptile's armored scales, a spider's eight clawed legs, sharp fangs, and a stinging tail.

Wall-walkers communicate among themselves via sounds made by rubbing their legs together. No intelligent creatures have yet learned to communicate with them or figured out how to interpret the scraping sounds they make, like claws on slate.

Combat: With its psionic powers, a wall-walker can blend into the scenery. Its scales take on the texture and color of any nearby rock surfaces, ruined walls, or fungi. These predators use their psionic powers to track and stalk victims.

Wall-walkers hunt alone or in pairs. They use their climbing skills to best advantage, following prey from overhead or along a side wall. When a wall-walker has an opportunity to attack with surprise while on the wall or ceiling, the prey has a –2 penalty to its surprise roll.

When operating as a pair, the wall-walkers strike in separate rounds. This is to make best use of their surprise bonus and stinger attacks. When alone, a wall-walker usually waits until its prey is separated from any companions before attacking.

A wall-walker typically attacks by leaping forward, spinning around, and stabbing with its stinger. A successful hit causes no appreciable damage, but the victim must make a saving throw vs. poison or be paralyzed for 1d6 rounds. If the saving throw is successful or the stinger misses, the victim can strike at the rear of the wall-walker with a +2 bonus. If the saving throw is failed, and the wall-walker is not otherwise engaged, it will move very close and stare into the eyes of a paralyzed victim, moving its mandibles back and forth in a threatening manner, its gaze displaying intelligence and malevolence.

After its initial stinger attack, the wall-walker usually abandons its stinger attack in favor of its claw/claw/bite routine. Its claws each inflict 2d6 points of damage, its bite inflicts 2d4 points. If faced by a foe it cannot defeat, a wall-walker will flee to find other, more easily bested prey.

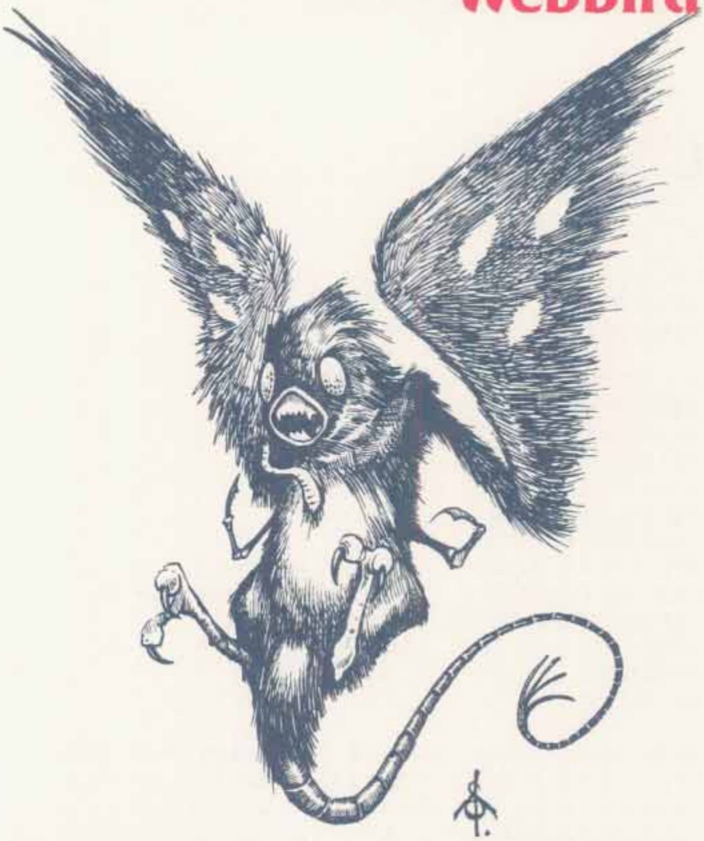
Habitat/Society: Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the Underdark, seeking prey to feast upon and bring back to their hives. Wall-walkers can be encountered not only in the larger caverns, but in the tunnels connecting the caverns to each other as well. All of the Underdark is their hunting ground, and they consider almost everything that passes near them to be prey.

A wall-walker delights in frightening and playing with its prey before moving in for the kill, and it uses all of its powers to accomplish this.

Ecology: The wall-walker constantly looks for a steady supply of food, and it takes great pains to protect its hive and its young from other predators. Its one closest competitor is the kalin. If a wall-walker and kalin come within sight of each other, a terrible battle usually breaks out. In fact, a pair of wall-walkers will go out of their way to attack a nearby kalin.

The scaly hide of the wall-walker can be used to craft armor and weapons. In many ways, the scaly hide of a wall-walker is superior to many other hides due to its toughness, suppleness, and relatively light weight.

Webbird



CLIMATE/TERRAIN:	Temperate and subtropical forests and caves
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	12–48
ARMOR CLASS:	8
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Webs, egg insertion
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (5" long, 1' wingspan)
MORALE:	Unsteady (5–7)
XP VALUE:	65

The name "webbird" is actually a misnomer resulting from this creature's feathered appearance and ability to fly. The webbird is actually closer to an arachnid or insect in its biological make-up. A webbird has two wings, two lower legs used for perching, and two smaller hooked appendages for grasping. In addition, it has a five inch whip-like tail, and a two-inch, featherless egg-laying appendage which sprouts from its chest. The webbird's slitted mouth holds bony ridges that serve the same purpose as teeth.

A webbird's tough, hairlike feathers are black, except on the underside of the creature's wings, where they form "eyes." These feather patterns, three per wing, are sightless and bright green; they have developed as a protective measure to make the webbird appear larger to predators.

Combat: Although capable of inflicting only one point of damage with their mouths, webbirds are formidable opponents. Webbirds attack in large groups (12 to 48 individuals), and will assail even large or well-armed creatures.

Webbirds fear fire and will not attack anyone carrying an open flame such as a torch. A flock of webbirds will also refuse to approach larger blazes such as bonfires.

When attacking, a webbird emits a strand of webbing from its tail. This sticky strand, 1d6+6 feet long, is extremely strong and capable of immobilizing even human-sized creatures. When a flock of these creatures attack with their webbing, each victim must save vs. paralysis or become entangled and immobilized. For every three webbirds attacking an individual, that victim's saving throw is reduced by one. For example, if nine webbirds attack a victim, that individual must save vs. paralyzation with a –3 penalty to the roll.

Entrapment lasts 1d4+4 rounds, though a being with a Strength of 18 or more can break free in one round. A webbird's webs are immune to fire, but wine (or other alcoholic liquid) will dissolve the material in one round. A standard wineskin holds enough wine to free one human-sized creature, or two of smaller than man size. Entrapped creatures cannot attack or cast spells, and they lose all Dexterity bonuses to Armor Class.

After webbirds have immobilized a victim, members of the flock will land on their victim to feed and lay eggs. Generally speaking, 1 to 3 webbirds will land and begin nibbling on the victim, each causing 1 hit point of damage per round. In addition, 1 or 2 webbirds will land and insert their chest appendages into any exposed flesh on the victim, injecting 2d4 eggs. This causes no damage to the victim but in 1d4+2 turns the eggs hatch, becoming grubs which immediately begin feeding voraciously. Each grub causes 1 hit point of damage per round, eventually killing the host. Excruciating pain results from the feeding process, preventing the victim from taking any action, including attacking, defending, or using spells or psionics.

Within seven turns after the victim's death, fledgling webbirds (with the same statistics as adults) emerge from the carcass. A *cure disease* spell will kill the grubs, as will burning the body before the fledglings emerge.

Habitat/Society: Webbirds build nests of webbing, forming lairs in cave mouths or trees. They are always found in large groups because they prefer the safety of numbers.

Webbirds often inhabit the same cave as a community of stirges. Since webbirds are active by day, and stirges are nocturnal, one group is always alert. During dawn and dusk, both groups tend to be active, and attacks on travelers are most likely to occur at these times. Such combination attacks are always exceedingly hazardous to passersby.

Each webbird is both male and female, so is able to produce eggs. The life cycle of the webbird is short and vicious. Its lifespan is no more than one year, and it spends almost all of its energy in the search for food and hosts for their eggs.

Ecology: Webbirds are carnivores who feed primarily on carrion, including the remains of the hosts for their grubs. Their small, sharp mouth ridges are perfectly adapted for rending flesh. Often a flock of webbirds will leave only a pile of bones as evidence that an attack has occurred.

It is rumored that some drow elves keep webbirds as guards and as a means of disposing of the bodies of the dead.

Mages are known to covet the tails of webbirds for use as components for *web* spells.

Wraith-Spider

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	Incidental
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–18
ARMOR CLASS:	5
MOVEMENT:	15, Wb 18
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Energy drain, poison
SPECIAL DEFENSES:	Silver or +1 or better weapons
MAGIC RESISTANCE:	15%
SIZE:	M (4' diameter)
MORALE:	Champion (15)
XP VALUE:	1,400

Wraith-spiders appear as vaguely formed dark spider shapes whose eight legs trail off into dark mist. They have no physical substance, being more shadow and mist than spider. They attack with mandibles that appear insubstantial, but leave visible wounds. Their bodies are circled with glowing red pinprick-eyes that look in all directions simultaneously.

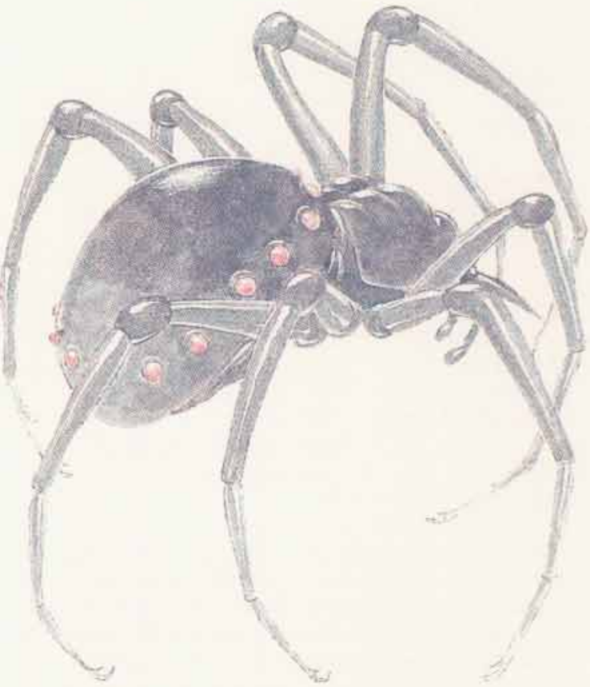
They speak no language of their own and do not respond in any way to a *speak with dead* spell. They seem to communicate with each other on some instinctive level to coordinate attacks in pack formations, though this is non-verbal in nature.

They understand orders given in the common tongue or drow, and can be commanded by those with the ability to command or control undead. They are always encountered as the servants of some more powerful creature.

Combat: Wraith-spiders cause damage by several methods. Their bite causes 1d4 points of damage from chilling cold; each bite also drains 1 level of experience from an opponent. This affects hit points and all abilities connected with that level, such as combat ability or spellcasting. Lost experience levels can only be regained by earning new experience or by the *restoration* spell.

A wraith-spider's bite also injects a poison. This poison remains active for 2–5 rounds and drains 1 point of Constitution each round it is active. The victim must roll a successful saving throw vs. poison each round to escape the poison's effects for that round. A *neutralize poison* spell alleviates the effects of the poison entirely, removing it from the victim's system and restoring any lost Constitution points. A *slow poison* delays the effects of the poison for the duration of the spell but will not restore Constitution points already lost. Constitution points can be regained at the rate of 1 per week; a *heal* spell restores 1–4 points per spell. Victims drained of all Constitution points die and have a 25% chance of becoming wraith-spiders themselves. Characters slain by wraith-spiders can be returned to life with a *heal* and a *resurrection* spell cast in that sequence.

These creatures are immune to cold-based attacks and *sleep*, *charm*, and *hold* spells. Normal weapons do no damage; wraith-spiders are affected only by silver weapons or magical weapons. Holy water vials thrown at these creatures inflict 2d4 points of damage (as acid) against their undead forms. For unknown reasons, *raise dead* spells do not affect these creatures as they do other wraiths, having no effect at all.



Wraith-spiders are turned as shadows.

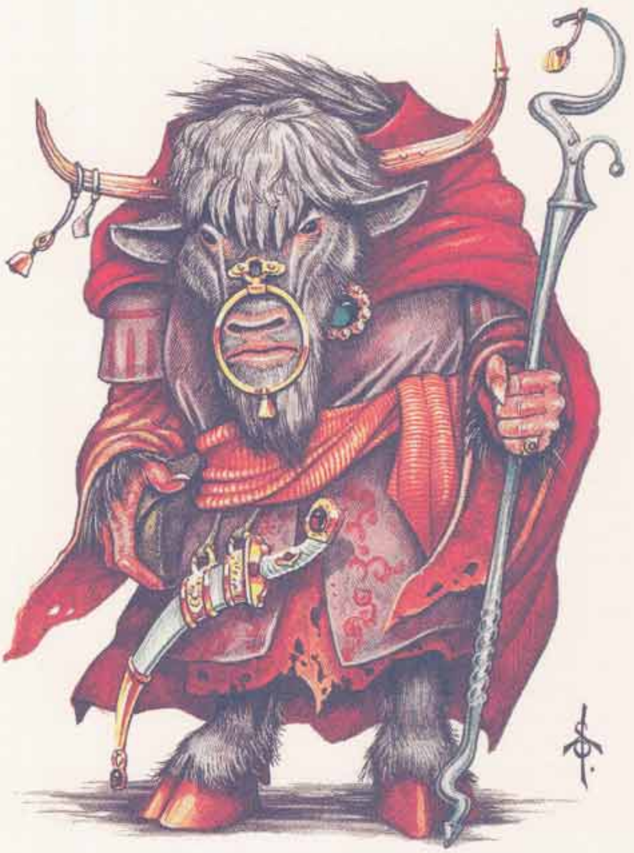
These creatures create webs that glow with an eerie dim green light. Anyone touching a web will sustain 1d4 points of damage from the numbing cold of the strands. Characters in contact with the webs must also make a saving throw vs. paralyzation or be immobilized by the web for 1–6 rounds, sustaining cold damage for each round in the web. Like the wraith-spiders themselves, the webs cannot be cut by normal weapons; they can be cut only by silver or magical edged weapons, or broken by a successful bend bars/lift gates roll.

Habitat/Society: Wraith-spiders were originally created as guardians of treasure or as guards for a particular area of a drow stronghold. Even under someone else's control, they tend to guard treasure well, any treasure left by their victims being added to their original cache. Wraith-spiders are usually encountered in packs since they are created in groups. However, since they do not always turn victims into more wraith-spiders (though there is speculation on what happens if a normal or giant spider is killed by them), they are sometimes encountered alone as attrition takes its toll.

Ecology: Wraith-spiders have no goals or purposes other than to perform their guard tasks and slay the living. Since they are not free to roam at will, they have little effect on the natural order. It is rumored that a wizard named Muiral created them; however, it is more likely that the wraith-spiders were created years before by the drow for their wars against the duergar.

Yak-Man (Yikaria)

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Priesthood
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to Genius (9–18)
TREASURE:	P (D)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1–4
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,400 (Leader: 2,000)



Yak-men live in the highest mountains, comfortable among the foreboding heights and deep, hidden valleys of the most inaccessible ranges. Here, they maintain their petty empires, ruling all other life forms within their borders.

Yak-men, known among themselves as *Yikaria* (the "Lucky Chosen" in their native writing) are ogre-sized humanoids with broad shoulders. Their heads are like those of disgruntled yaks, complete with curved horns and uniformly dour, sullen expressions. Male or female, their bodies are coated with thick fur and hair. Female yak-men are more slender, but otherwise they are very similar to the males in appearance; many outsiders cannot tell them apart. Both sexes wear long flowing robes and occasionally turbans. All carry staves, some of which are magical.

Combat: Yak-men have a number of powers that make them deadly opponents. They can use magical items regardless of normal magical abilities. Their leaders are spellcasters. They have the natural power to summon and command dao genies. Lastly, they boast a spell-like ability similar to the 5th-level wizard spell, *magic jar.* Each power is explained below.

- *Magical items.* All yak-men can use magical items, including items that are normally restricted to one class. If the item raises benefits and abilities that the yak-man doesn't have—for example, a magical device that doubles the number of spells learned—the yak-man gains nothing. However, if the item bestows a new power, the yak-man can gain that power.

These creatures are particularly attracted to magical staves. As a result, in any encounter, there is a 10% chance that one yak-man has a magical rod or staff of some type. Yak-men are always fully capable of using such items and rarely hesitate to do so.

- *Spellcasting leaders.* Yak-men leaders have no more Hit Dice than other yak-men, but they do have priest abilities that range from 1st to 10th level. They worship their own "Forgotten God" (see Habitat/Society). All spheres except plant and summoning are available. At 9th level, leaders become high priests of the faith and gain wizard spell abilities. Wizardry is performed as if they were of a level matching their priest abilities (they begin with 5th-level spells). Upon gaining wizard powers, high priests typically become members of the royal court and advisors to their emperor.

- *Commanding dao.* Each yak-man can summon a dao once per day, provided the yak-man does not already have a dao under his or her command. The dao becomes a slave; it must perform all actions that its master commands until the yak-man decides to release it or until the sun has risen twice, whichever comes first. Yak-men are wise enough not to demand *wishes*, however. Instead they are content to exploit the dao's other impressive abilities. (The emperor of the yak-men uses dao as thugs, as well as a messenger service and spy network, with which to maintain control throughout his empire.)

The dao, of course, hate their imprisonment, but they take out their anger and frustration on the yak-men's enemies. No dao can attack a yak-man—not even a dao summoned by a yak-man's enemy. Dao summoned by others will, however, retain their initial loyalties. Under certain conditions, a dao may manage to harm a yak-man indirectly—by giving information to his enemies for example.

Yak-Man (Yikaria)

- *Unique magic jar.* The yak-men's most frightening weapon is their unique *magic jar* attack (which resembles the spell). With this power, a yak-man literally crawls under another's skin, controlling the foe's body, wreaking havoc, and becoming a spy for evil yak-men masters. The yak-man's *magic jar* is a touch attack. It takes *two full turns* to take effect, during which time the victim usually must be restrained. (Restraining actions are often cloaked in ritual, but the typical chanting and incense-burning ceremonies are entirely optional.) To fend off this insidious attack, the victim must make a successful saving throw vs. spell with a –4 penalty (cumulative with any other modifiers in effect).

Yak-men use this ability solely against humans, demihumans, and humanoids—including elves, dwarves, orcs, and giants, but excluding genies, monstrous creatures, mind-flayers, and animals. When occupying another's flesh, a yak-man gains access to all of the victim's memories and knowledge. (This exceeds the power of the *magic jar* spell.) Although the yak-man retains his own powers, he does not gain any of the victim's magical, spell-like, or psionic abilities. The victim's life force is cast into the furthest reaches of the yak-man's own mind and kept unconscious there until it is returned to its normal state (or slain). Meanwhile, the yak-man's mind takes full control of the victim's body. Outwardly, the body does not change. *Detect magic* and the like cannot detect the yak-man's presence nor can a sha'ir (desert wizard) detect genie-work. A "wise woman" can sense something false about the affected mortal, but even she cannot recognize this falsehood as a yak-man's work unless she has dealt with this creature before.

The *magic jar* effects can be dispelled as the spell of the same name. Furthermore, a yak-man can choose to return to his own body at any time, at will, regardless of distance. The original life force regains consciousness. If either body is slain, then both the yak-man and the inhabited character perish immediately. A yak-man will flee an endangered mortal form to preserve his own life.

Habitat/Society: Most yak-men cities occupy the peaks of the highest mountains. An average city holds several thousand yak-men, plus five or six times that many slaves. Even the poorest yak-man keeps a servant or two, and slaves are the yak-men's common currency. Buildings and other structures are made from a gray, greasy-textured stone that dao import from the Elemental Plane of Earth. The walls of a yak-man city rival those of the strongest human settlements.

Outposts of this brutal society lie in the narrow vales below the mountain peaks, each housing 11 to 20 yak-men. The numbers may seem scant, but a single outpost can dominate an entire valley, for it has the aid of 1 to 10 dao and 10 to 40 local enslaved warriors. The yak-men demand a portion of the lowland population as tribute for their "wise and benevolent" rule. Those who disagree with this attitude are destroyed. Their lands are given to slaves who are more receptive to they yak-men's will—that is, slaves willing to sacrifice a portion of their families to help ensure the remainder's survival.

Yak-men function as a unified, malignant theocracy. All are fanatical followers of their Forgotten God (a name used by outsiders; the yak-men's own name for their god is unknown). The worship of this savage deity directs their lives. The Forgotten God takes the general form of a yak-man, but the deity's face is worn smooth into a featureless mask. Great statues of the faceless god dominate yak-men temples, which occupy the highest crags of their home mountains.

The yak-men's dark deity is appeased by sacrifice, which the followers carry out by offering slaves in the "Manner Elemental"—that is by fire (immolation), earth (live burial), water (drowning), or air (throwing the victim off a mountain). Daily sacrifices ensure the ongoing benevolence of the deity. These hideous acts also strengthen the yak-men's domination of their land, since a slave who disobeys today almost certainly will meet his or her death on the morrow.

It was the Forgotten God who enabled the yak-men to enslave the dao. In a legend told by bards, it is said that the Forgotten God once journeyed to the Elemental Plane of Earth. There, through guile and deception, the deity defeated the ruler of the earth elementals. The price of that defeat was harsh: the dao were forced to serve the Forgotten God and its minions—and forbidden to attack them—for "a thousand years and a year." (It is unclear who much of the sentence has passed, but sages are confident it will continue for centuries to come.)

Of late, the rest of the world has begun to interest the yak-men, who see it as a source of new slaves and power. A foray into civilized realms typically involves a single scout or a party of one to four. A dao may accompany each yak-man. If a yak-man leader is present (10% chance), then any accompanying dao is noble.

For a single scout, the mission is usually reconnaissance—helping yak-men gauge the strengths and weaknesses of their potential foes. Nearly all scouts are convicted criminals hoping to earn a new life among their fellow yak-men. (If they die on duty, it hardly matters.) Should the scout return to the home city with some remarkable treasure or an extraordinary parcel of slaves, his crimes will be forgiven. These scouts frequently make deals with evil humans. A single yak-man may return home with a caravan of servants, kidnapped or stolen, or with some other treasure, similarly "hot."

A party of yak-men in civilized lands usually has a mission involving the members' *magic jar* abilities. They seek to kidnap a mortal or two and then inhabit their skins. (At least one yak-man guards the bodies of his or her companions.) Such spies strive to infiltrate the local ruling class; taking the place of a well-positioned servant or slave is a popular tactic. (It's more difficult to imitate someone with power or unusual ability.) After the mission is completed, when it's time for entertainment, a yak-man may force the inhabited body to run amok, spreading chaos, only to abandon control at the correct moment, leaving the confused mortal to pay the price for the yak-man's actions.

Ecology: Yak-men have an inherent drive for knowledge, particularly dark knowledge that may serve to corrupt or dominate others. Knowledge that yak-men cannot gain or use immediately is to be destroyed. Unsentimental by nature, yak-men parents pack children off to communal creches once they are weaned, never to recognize them again. Yak-men feel no loyalty to their families—only to their god and to their inherently superior race as a whole.

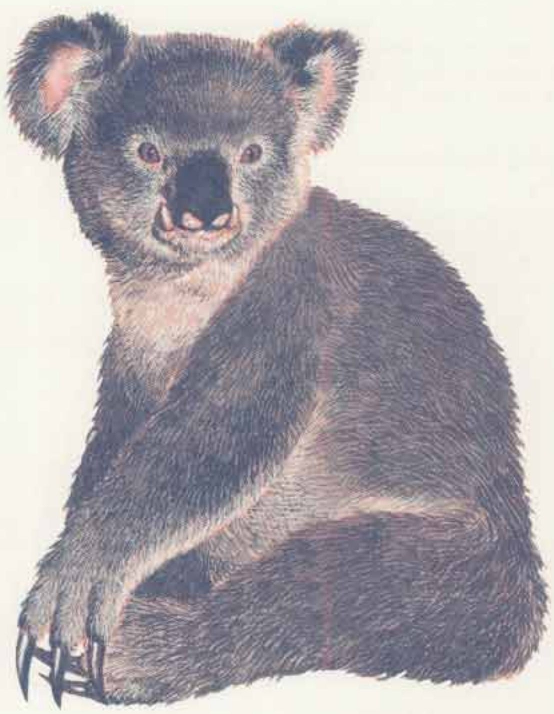
Outsiders know little of the yak-men. For the most part they have remained within the confines of their lands, content to enslave or kill whomever enters it. To the other intelligent races, they are mysterious figures, treated as "boogie men"—a scary race of evil, ruthless, unenlightened, powerful savage who threaten the security of neighboring lands. The reputation is warranted.

All other races are slaves at best to the yak-men—even dao. There are rumors that dao leaders are working in conjunction with the Forgotten God, helping that deity facilitate its own besting other genie lords and the temporary enslavement of their races.

Zorbo

CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil (P, Q, X)
ALIGNMENT:	Neutral

NO. APPEARING:	1–4 (10–60)
ARMOR CLASS:	7 (base, see below)
MOVEMENT:	15, Cl 9
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d2
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	Drain magical protection
MAGIC RESISTANCE:	20%
SIZE:	S (3′ tall)
MORALE:	Steady (11)
XP VALUE:	420



More than one traveler has been lured to his death by mistaking this creature at a distance as a cuddly, black-and-white koala bear. Such a mistake becomes painfully obvious when the creature attacks. They are semi-intelligent; only those able to communicate with bears can communicate with them.

Combat: The zorbo frequently takes advantage of its absorption ability before attacking, for example, moving near large rocks to absorb a good Armor Class value. This absorption process requires one round, during which time the zorbo presses itself against an object. This activity is similar to that of a bear scratching its back on a tree. In fact, this action is a sign of aggression and not an indication of playfulness.

Absorption does not harm the object whose Armor Class is being absorbed. The absorbed Armor Class lasts for 1–4 hours. The ability grants the zorbo an AC rating based on the chart.

AC Rating	Item	Order of Absorption
7	Earth	Shield
6	Rock Crystal, Ice	Armor
5	Wood	Bracers
4	Soft Metal (jewelry, gold)	Cloaks
3	Hard Metal (swords, shields)	Rings
0	Stone	Passive Items*

* These include magical items like a *staff of power* or *long sword, +4 defender* that grant an Armor Class bonus in addition to their other abilities. These items are always the last to be absorbed by the zorbo.

The zorbo's most feared form of attack drains the defensive magic of creatures it strikes. Each time the zorbo hits a target protected by magical armor, a *ring of protection*, *bracers of defense*, or similar defense, the magical pluses of the item are added to the zorbo's AC for one full turn and the item is turned to dust (no saving throw). If the item does not grant a magical plus (e.g., *bracers of defense*), the AC adjustment to a base AC10 is absorbed instead. For example, a zorbo whose current Armor Class is 0 strikes a character wearing *bracers of defense AC6*. The result is that the bracers are destroyed and the zorbo's new AC is –4. Artifacts are not destroyed.

If a creature is wearing multiple defensive items, determine randomly which item the zorbo strikes or use the chart. The pluses absorbed also count toward any saving throws the zorbo is required to make for that turn.

Habitat/Society: This carnivorous beast often develops a taste for human and demihuman flesh, and it frequently lives where it can prey upon its favorite morsels. Such lairs typically include small caves, hollowed-out trees, or even large holes that it digs with its sharp claws. While zorbos prefer the taste of meat, they occasionally eat berries and fish.

Zorbos normally mate for life and produce one or two cubs every other spring. If multiple zorbos are encountered, they are most likely from a family unit. After two years, the cubs are chased away from the lair of their parents. The cubs either find a lair of their own or perish in the wild.

It has been reported that in some of the deeper forests and less-traveled lands, zorbos gather in small communities numbering from 10 to 60. These communities have probably developed as a means of self-preservation in the more dangerous lands.

Such communities are always guarded by zorbo sentries. These vigilant zorbos are always looking for signs of predators, but have also been known to signal for an attack on unsuspecting passers-by. Walking too close to a zorbo community often incites an attack by the entire population.

Ecology: Bears seem to be a natural enemy of the zorbo, attacking them on sight. Whether this has something to do with the zorbo's appearance or the fact that their roar sounds like a bear cub crying is subject to speculation.

Zorbo hide that has been properly treated is an ideal receptacle for enchantments. Items made of this material, soaked in holy water and enchanted under a full moon, receive an additional +1 on item saving throws.

Terrain Guide

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra
Scrub: brackens, brush, bush, thickets, veldt
Forest: copses, groves, jungle, rain forest, woods
Rough: badlands
Hills: bluffs, dunes, ridges (gorge, rift, valley, canyon)
Mountains: glacier, mesa, tor
Desert: barrens, flat, waste
Swamp: bog, fen, marsh, mire, morass, quagmire, slough
Pond: lake, pool, tarn

Monster Summoning Tables

Monster Summoning I

1	Ant, giant
2	Bat, huge
3	Beetle, fire
4	Bullywug
5	Goblin
6	Hobgoblin
7	Jermlaine (3d4 appear)
8	Kobold (3d4 appear)
9	Leech, giant (1 HD)
10	Muckdweller
11	Orc
12	Rat, giant (3d4 appear)

Monster Summoning II

1	Beetle, bombardier
2	Centipede, giant
3	Frog, giant or killer
4	Gnoll or flind
5	Lamprey, land
6	Lizard man
7	Mongrelmen (2 HD)
8	Mudmen
9	Spider, large
10	Stirge
11	Toad, giant
12	Troglodyte

Monster Summoning III

1	Ankheg (3–4 HD)
2	Bat, giant (mobat)
3	Beetle, boring
4	Bugbear
5	Centipede, megalo-
6	Crab, giant
7	Crocodile, wild
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lyc., rat
13	Orc or orog
14	Osquip
15	Manscorpion
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

Monster Summoning IV

1	Ankheg (5–6 HD)
2	Ape, carnivorous
3	Banderlog
4	Ettercap
5	Gargoyle
6	Ghast
7	Hell hound
8	Heucuva
9	Hydra, 5 heads
10	Lyc., wolf
11	Ogre
12	Ooze, gray
13	Owlbear
14	Scorpion, huge
15	Snake, giant const.
16	Toad, poisonous
17	Toad, fire
18	Wasp, giant
19	Wolf, worg
20	Yeti

Monster Summoning V

1	Ankheg (7–8 HD)
2	Cockatrice
3	Displacer beast
4	Doppleganger
5	Hornet, giant
6	Hydra, 7 heads
7	Hydra, 5 heads (pyro- or cryo-)
8	Leucrotta
9	Lizard, subterranean
10	Lyc. boar
11	Margoyle
12	Minotaur
13	Ochre jelly
14	Rust monster
15	Slithering tracker
16	Snake, giant, pois or spitting
17	Spider, giant
18	Giant, verbeeg
19	Wolf, winter
20	Zombie, juju

Monster Summoning VI

1	Basilisk
2	Beetle, stag
3	Carrion crawler
4	Dracolisk
5	Drider
6	Griffon
7	Hydra, 8 heads
8	Lizard, minotaur
9	Lyc., tiger
10	Manticore
11	Ogre mage
12	Otyugh
13	Pyrolisk
14	Salamander
15	Spider, phase
16	Troll
17	Wolfwere
18	Wraith
19	Wyvern
20	Yuan-ti, halfbreed

Monster Summoning VII

1	Basilisk, greater
2	Behir or tunnel worm
3	Bulette
4	Chimera
5	Ettin, hill giant, or stone giant
6	Golem, flesh
7	Gorgon
8	Hydra, 10 heads
9	Hydra, 8 heads, cryo- or pyro-
10	Lizard, fire
11	Mummy
12	Neo-otyugh
13	Pudding, black
14	Roper
15	Shambling mound
16	Slug, giant
17	Sphinx, hieraco-
18	Troll, 2-headed
19	Umber hulk
20	Xorn

Monster Summoning VIII

1	Beetle, rhinoceros
2	Giant, fire or frost
3	Giant, formorian
4	Golem, stone
5	Gorgimera
6	Hydra, 12 heads
7	Hydra, lernaean, 8 heads
8	Pudding, brown
9	Remorhaz
10	Rust monster
11	Will o'wisp
12	Worm, purple

Conjured Animals

Hit Die	Roll	Animal	Value
1	01–10	Baboon	1¼
	11–25	Dog, wild	1¼
	26–35	Hawk, large	1
	36–40	Hawk, blood	1¼
	1–50	Jackal	½
	51–55	Mammal, small	varies
	56–60	Minimal	varies
	61–65	Otter	¾
	66–70	Otter, sea	1¼
	71–80	Owl, common	1
	81–90	Rat, giant	½
	91–00	Skunk	¼
2	01–70	Animal, herd	2
	71–80	Badger	1½
	81–00	Horse, wild	2
3	01–05	Badger, giant	3
	06–10	Boar, warthog	3
	11–15	Cattle, wild	2¼
	16–20	Cheetah	3
	21–30	Dog, war	2½
	31–35	Hyena, wild	3
	36–45	Lion, mountain	3¼
	46–50	Lynx, giant	2½
	51–60	Mule	3
	61–70	Camel	3
	71–80	Stag	3
	81–90	Wolf	2½
	91–00	Wolverine	3
4	01–10	Bear, black	3¾
	11–25	Boar, wild	3¾
	26–40	Eagle, giant	4
	41–50	Jaguar	4¼
	51–60	Leopard	3½
	61–75	Owl, giant	4
	76–90	Weasel, giant	3¾
	91–00	Wolf, dire	3¾
5	01–15	Ape, carnivorous	5
	16–25	Buffalo	5
	26–40	Hyena, giant	5
	41–55	Otter, giant	5
	56–70	Skunk, giant	5
	71–85	Stag, giant	5
	86–00	Wolverine, giant	5
6	01–25	Bear, brown	6¼
	26–50	Lion	5½
	51–75	Porcupine, giant	6
	76–00	Tiger	6¼
7	01–50	Boar, giant	7
	51–00	Lion, spotted	6½
8	01–50	Bear, cave	7½
	51–00	Tiger, sabre-tooth	7½
9	—	Oliphant	8½
10	—	Bear, polar	10
11	—	Elephant (African)	11
12	—	Mastodon	12
13	—	Mammoth	13
14+	—	Whale	(to 36)

Stag: This is a large male deer that can butt for 2–8 or strike with its hooves for 1–3/1–3.

Giant stag: A very large stag, 7′ at the shoulder and weighing about 1,500 pounds. It can butt for 4–16 (4d4) or strike with its hooves for 1–4/1–4.

Temperate Encounters

Temperate Plain or Scrub

2	Elf, gray
3	*Wyvern* (*gold dragon* 10%)
4	Bear, brown
5	Spider, large or ankheg (3–4 HD)
6	Jackal (jackalwere 10%)
7	Boar, wild (lyc. boar 10%)
8	Dog, wild or worg
9	Wolf
10	Herd animal
11	Nomad (merchant 10%)
12	Nomad or NPC party
13	Horse, wild
14	Orc
15	Hobgoblin
16	Aerial encounter
17	Ogre (10% hill giant)
18	Snake, poisonous, or troll
19	DM Special
20	DM Special

Temperate Rough or Hill#

2	*Wyvern* or *black dragon*
3	Lyc. wolf or wolfwere
4	Bear, brown or giant badger
5	Snake, pois. or spitting
6	Lion, mountain or ant lion
7	Horse or herd animal
8	Gnome or mountain dwarf
9	Tribesman (NPC party 10%)
10	*Griffon* or *hippogriff*
11	Orc or gnoll
12	Hobgoblin or goblin
13	Wolf or worg
14	Bugbear or ogre
15	Aerial encounter
16	Ghoul, heucuva, or wight
17	Spider, large or troll
18	Verbeeg or hill giant
19	DM Special
20	DM Special

Temperate Mountain

2	*Dragon, copper* or *red*
3	Bear, cave or hydra
4	Gnome or mountain dwarf
5	Bear, brown or Lyc. bear
6	Bugbear
7	Aerial encounter
8	Wolf or worg
9	Tribesman (NPC party 10%)
10	Badger, giant or *giant eagle*
11	Giant, hill
12	Giant, stone or formorian
13	Ogre or troll
14	Hobgoblin or orc
15	Ghoul or wight
16	Verbeeg or galeb duhr
17	*Will o'wisp* (*sylph* 10%)
18	Giant, frost or fire
19	DM Special
20	DM Special

Temperate Forest

2	Elf, wood (gnome 10%)
3	*Wyvern* or *green dragon*
4	Lyc., tiger or criosphinx
5	Badger, giant, or giant weasel
6	Worg or giant skunk
7	*Owl, giant* or *stirge*
8	Wolf or brown bear
9	Tribesman (NPC party 10%)
10	Choke creeper or hangman tree
11	Mammal, small or tribesman
12	Kobold
13	Orc
14	Bugbear or ogre
15	Ettin or treant
16	Spider, giant (ettercap 10%)
17	Beetle, stag or bombardier
18	Owlbear or ghoul
19	DM Special
20	DM Special

Temperate Marsh or Swamp

2	*Dragon, black*
3	Behir
4	Toad or frog, poisonous
5	Toad or frog, giant
6	Lizard, giant
7	Muckdweller or NPC party
8	Tribesman or merchant
9	Troglodyte
10	Bullywug
11	Hobgoblin or giant leech
12	Lizard man
13	Gnoll or giant sundew
14	Snake, const. or pois.
15	Ghoul or ghast
16	Troll or shambling mound
17	*Will o'wisp*
18	Hydra or yellow musk creeper
19	DM Special
20	DM Special

Temperate Desert

2	*Wyvern* or *blue dragon*
3	*Dragon, brass* or *copper*
4	Hydra or hydra, pyro-
5	Manscorpion
6	Lizard, giant
7	Horse, wild
8	Dog, wild
9	Nomad or NPC party
10	Nomad or dervish
11	Merchant
12	Lion
13	Goblin or hobgoblin
14	Wolf
15	Snake, pois. or spitting
16	Spider, large or ant lion
17	Aerial encounter
18	*Pegasus* or *griffon*
19	DM Special
20	DM Special

DM Special Table

DM should either choose a creature based on party level, or roll randomly. A special encounter can also be a natural hazard (storm, avalanche) or an encounter with a known NPC.

SPECIAL ENCOUNTERS:

Cold or Temperate Regions

Die Roll	Encounter
01	*Aerial servant*
02–06	Bandit
07	Basilisk
08	Basilisk, greater
09	Beholder/eye of the deep
10–12	Berserker
13–14	Brownie
15	Bulette
16–17	*Chimera*
18–19	*Couatl*
20–21	Displacer beast
22–23	Dog, blink
24	Doppleganger
25	Dracolisk
26	*Dragon, black*
27	*Dragon, blue*
28	*Dragon, brass*
29	*Dragon, bronze*
30	*Dragon, copper*
31	*Dragon, gold*
32	*Dragon, green*
33	*Dragon, silver*
34	*Dragon, red*
35	*Dragon, white*
36	*Dragonne*
37	Genie (djinn or jann)
38	Genie (efreet or marid)
39	Giant, cloud
40	Giant, storm
41	Giant, firbolg
42	Gorgimera
43	Gorgon
44	Groaning spirit
45	Guardian daemon
46	Hag, annis
47	Hag, green
48–49	Harpy
50	*Hornet, giant*
51–53	*Imp*
54	*Invisible stalker*
55	Kenku
56	*Ki-rin*
57	*Lammasu*
58	Lich
59–60	Lyc. bear
61–62	Lyc. boar
63	Lyc. fox
64–65	Lyc. tiger
66–68	Lyc. rat
69–70	Lyc. wolf
71–72	*Manticore*
73–80	Men, patrol
81	Naga, guardian
82	Naga, spirit
83–84	*Owl, talking*
85	*Pegasus*
86	Poltergeist
87–88	*Pseudodragon*
89	*Rakshasa*
90	Rot grub
91	Rust monster
92	*Sphinx, andro-*
93	*Sphinx, gyno-*
94–95	Spider, phase
96	Tarrasque
97–98	*Wasp, giant*
99	*Will o'wisp*
00	Xorn

# Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless otherwise specified. Monsters in italic type are 75% likely to be airborne when they are encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnoll encounters are 10% likely to be with flind. NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Party).

Tropical Encounters

Tropical or Subtropical Plain or Scrub

2	Jackalwere
3	Scorpion, giant or giant ant
4	Dog, wild or wolf
5	Hyena or cheetah
6	Aerial encounter
7	Bandit (slaver)
8	Merchant
9	Herd animal
10	Herd animal
11	Elephant
12	Baboon
13	Tribesman or NPC party
14	Lion
15	Leopard or jackal
16	Snake, poisonous or spitting
17	Hyena
18	Ankheg or ant lion
19	DM Special
20	DM Special

Tropical or Subtropical Rough or Hill#

2	Rakshasa
3	Scorpion, giant or ant lion
4	Mantrap (plant)
5	Boar, warthog or elephant
6	Dog, wild or wolf
7	Lizard, minotaur
8	Bandit (slaver) or mongrelmen
9	Merchant or NPC party
10	Baboon or carnivorous ape
11	Tribesman
12	Herd animal
13	Herd animal or lion
14	Hyena or jackal
15	Aerial encounter
16	Tiger or *hieracosphinx*
17	Lyc., tiger or yuan-ti
18	Snake, spitting
19	DM Special
20	DM Special

Tropical or Subtropical Mountains

2	Pyrolisk
3	Cockatrice
4	Pilgrim or merchant
5	Herd animal
6	Herd animal
7	*Aarakokra*
8	Cyclopkin
9	Tribesman
10	Tiger or leopard
11	Dog, wild or wolf
12	Medusa
13	Bandit (slaver)
14	Aerial encounter
15	Rakshasa or *roc*
16	Snake, poisonous
17	Yuan ti or galeb duhr
18	*Manticore* (*sylph* 10%)
19	DM Special
20	DM Special

Tropical or Subtropical Forest

2	Scorpion, giant
3	Lyc. tiger or couatl
4	Naga, spirit or criosphinx
5	Stirge or giant centipede
6	Choke creeper or tri-flower frond
7	Spider, huge or giant
8	Tribesman or bandit (slaver)
9	Tribesman or NPC party
10	Elephant or baboon
11	Tiger or lion
12	Ettercap or forest trapper
13	Snake const. or poisonous
14	Jaguar or leopard
15	Herd animal
16	Ape, carnivorous or rhino beetle
17	Toad, giant or poisonous
18	Tasloi or yuan-ti
19	DM Special
20	DM Special

Tropical or Subtropical Marsh or Swamp

2	Tiger, sabre-tooth
3	Yuan-ti
4	Toad, giant or poisonous
5	Crocodile
6	Herd animal
7	Herd animal
8	Frog, giant or poisonous
9	Tribesman or NPC party
10	Lizard man
11	Bullywug
12	Snake, const. or poisonous
13	Centipede, giant or megalo-
14	Leech, giant
15	Hydra or shambling mound
16	Lizard, giant, or muckdweller
17	Behir or minotaur lizard
18	Zombie, juju
19	DM Special
20	DM Special

Tropical or Subtropical Desert

2	*Djinn* or *efreet*
3	Ant lion
4	Leopard or spirit naga
5	Camel (dromedary)
6	Lion
7	Aerial encounter
8	Bandits (slavers)
9	NPC party or pilgrims
10	Nomad or dervish
11	Nomad or merchant
12	Jackal
13	Dog, wild or death
14	Snake, poisonous or spitting
15	Toad, giant or fire
16	Centipede, huge or giant
17	Scorpion, huge or giant
18	*Dragonne* or *brass dragon*
19	DM Special
20	DM Special

Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless otherwise specified. Monsters in *italic* type are 75% likely to be airborne when they are encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnoll encounters are 10% likely to be with flind. NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Party).

SPECIAL ENCOUNTERS: Warm or Tropical Regions

Die Roll	Encounter
01	*Aerial servant*
02–05	Bandit (slaver)
06	Basilisk
07	Basilisk, greater
08	Beholder/eye of the deep
09	Bulette
10–11	*Chimera*
12–13	*Couatl*
14–15	Displacer beast
16–21	Dog, blink
22	Doppleganger
23	Dracolisk
24	*Dragon, black*
25	*Dragon, blue*
26	*Dragon, brass*
27	*Dragon, bronze*
28	*Dragon, copper*
29	*Dragon, gold*
30	*Dragon, green*
31	*Dragon, silver*
32	*Dragon, red*
33	*Dragon, white*
34	*Dragonne*
35	Genie (*djinn* or *jann*)
36	Genie (*efreet* or *marid*)
37	Giant, cloud
38	Giant, storm
39	*Gorgimera*
40	Gorgon
41	*Groaning spirit*
42	Guardian daemon
43	Hag, annis
44	Hag, green
45–46	Harpy
47	*Hornet, giant*
48–49	*Imp*
50	*Invisible stalker*
51	Kenku
52	*Ki-rin*
53–54	*Lammasu* (greater 10%)
55	Lich
56–57	Lyc. tiger
58–61	Lyc. rat
62–63	*Manticore*
64–65	Medusa, greater
66–74	Men, patrol
75	Men, lost civilization
76–77	Mind flayer
78	Mold, russet (vegepygmy)
79	Naga, guardian
80	Naga, spirit
81–83	*Owl, talking*
84	*Rakshasa*
85	Rot grub
86	Rust monster
87	*Sphinx, andro-*
88	*Sphinx, gyno-*
89	Spider, phase
90	Tarrasque
91–92	*Wasp, giant*
93–94	Yuan-ti
95–00	Zombie, juju

Special & Arctic Encounters

Inhabited or Patrolled Areas

2	Wilderness Table
3	Wilderness Table
4	Patrol
5	Patrol or NPC party
6	Pilgrim or traveler
7	Freeman or peasant
8	Freeman or peasant
9	Patrol
10	Patrol or wolf
11	Merchant
12	Merchant
13	Bandit
14	Herd animal
15	Orc or raider
16	Bear, black or gnoll
17	Boar, wild or berserker
18	Ogre
19	DM Special
20	DM Special

Sylvan Setting

2	Elf, grey
3	Dryad or swanmay
4	Sprite or pixie
5	Bear, brown or giant boar
6	Brownie or leprechaun
7	Pegasus or unicorn
8	Korred or leopard
9	Ogre or minotaur
10	Pilgrim or tribesman
11	Centaur or wood elf
12	Satyr or wolf
13	Badger, giant or giant weasel
14	Bandit or small mammal
15	Troll or lion
16	Ettin or ettercap
17	Manticore or basilisk
18	Chimera or harpy
19	DM Special
20	DM Special

Aerial Encounters

2	*Gorgimera*
3	*Dragonne*
4	*Pegasus*
5	*Lammasu* or *couatl*
6	*Hawk, blood* or *giant wasp*
7	*Owl, giant* or *giant hornet*
8	*Eagle, giant* or *hippogriff*
9	*Eagle* or *griffon*
10	*Hawk, large* or *small*
11	*Common bird* or *bat*
12	*Common bird* or *owl*
13	*Harpy* or *gargoyle*
14	*Manticore* or *urd*
15	*Aarakocra* or *margoyle*
16	*Ogre mage* or *wyvern*
17	*Chimera*
18	*Ki-rin* or *roc*
19	DM Special
20	DM Special

Bats are usually encountered only at night. Owls are usually encountered only at night or in forests.

Common bird: These are normal avians such as wild ducks, parrots, ravens, sea gulls, sparrows, swans, and so on.

Special aerial encounters could include dragons, genies, invisible stalkers, sphinxes, aerial servants, air elementals and so on. Other special encounters are missile fire from the ground or special aerial patrols (e.g., elven knights mounted on hippogriffs).

Including ruins (cities, temples, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless otherwise specified. Monsters in *italic* type are 75% likely to be airborne when they are encountered. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnoll encounters are 10% likely to be with flind. NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (see NPC Party)

Arctic (all terrain)

2	Pudding, white
3	*Dragon, white*
4	Remorhaz
5	*Owl, giant*
6	Snake, constrictor
7	Herd animal
8	Herd animal
9	Herd animal
10	Tribesman
11	Bear, polar
12	Blizzard or unsafe ice
13	Wolf
14	Giant, frost
15	Yeti
16	Toad, ice
17	Wolf, winter
18	Wolf, winter
19	DM Special
20	DM Special

Subarctic Plain or Scrub

2	*Dragon, white*
3	Snake, poisonous
4	Mammoth or mastodon
5	Bear, brown
6	Berserker or NPC party
7	Tribesman
8	Tribesman
9	Herd animal
10	Herd animal
11	Oliphant
12	Wolf
13	Ogre
14	Tiger
15	Giant, frost or Lyc. bear
16	Gnoll
17	*Owl, giant* or giant boar
18	Remorhaz
19	DM Special
20	DM Special

Subarctic Rough or Hills#

2	*Dragon, white*
3	Remorhaz
4	Bear, brown
5	Gnoll
6	*Owl, giant* or giant rat
7	Bear, cave
8	Tribesman or NPC party
9	Verbeeg
10	Tiger
11	Wolf
12	Wolf
13	Herd animal
14	Herd animal
15	Troll
16	Giant, frost
17	Wolf, winter
18	Hydra, cryo-
19	DM Special
20	DM Special

Subarctic Forest

2	Treant or obliviax
3	Ogre mage
4	Bear, cave
5	Rat, giant
6	Berserker or NPC party
7	Tribesman
8	Weasel, giant or giant wolverine
9	Herd animal
10	Oliphant
11	Bear, brown
12	Lynx, giant or tiger
13	Wolf
14	Ogre or troll
15	Lyc. boar or giant boar
16	*Owl, giant* or Lyc. fox
17	Giant, frost
18	Troll, 2-headed
19	DM Special
20	DM Special

Subarctic Mountains

2	Gnome or mountain dwarf
3	*Dragon, white*
4	Hell hound or *sylph*
5	Tribesman or NPC party
6	Gnoll
7	Verbeeg
8	Bear, cave
9	Herd animal
10	*Owl, giant* or galeb duhr
11	Wolf
12	Ogre or *ogre mage*
13	Troll or 2-headed troll
14	Giant, frost
15	Wolf, winter
16	Remorhaz
17	Yeti
18	Lion, spotted
19	DM Special
20	DM Special

Subarctic Marsh or Swamp

2	*Dragon, white*
3	*Dragon, white*
4	Wolf, winter
5	Oliphant
6	Rat, giant
7	Wolf
8	*Owl, giant*
9	Gnoll
10	Gnoll or flind
11	Herd animal
12	Herd animal
13	Tribesman
14	Troll or *ogre mage*
15	Troll, 2-headed or ettin
16	Hydra, cryo-
17	Ice toad
18	Ice toad
19	DM Special
20	DM Special

Salt Water Encounters

Cold Water Surface

2	Dragon turtle
3	Sea Lion
4	Selkie
5	Scrag
6	Depths encounter
7	Warship or fisherman
8	Narwhale
9	Merchant
10	Shark
11	Whale
12	Pirate or killer whale
13	Hazard (ice)
14	Dolphin
15	Aerial encounter
16	Ghost ship
17	Will o'wisp
18	Seawolf, greater
19	DM Special
20	DM Special

Cold Water Depths

2	Kraken
3	Urchin, black or green
4	Seawolf, lesser
5	Lobster, giant (crayfish)
6	Snake, giant sea
7	Dolphin
8	Mermen
9	Quipper, giant or giant crab
10	Whale or octopus
11	Whale or fish school
12	Fish school
13	Shark
14	Sea lion
15	Kapoacinth
16	Squid, giant
17	Shark, giant
18	Sunken ship
19	DM Special
20	DM Special

Aerial, Land, or Depth Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of fish of the same type, the aquatic version of herd animals. Although they usually do not attack (unless commanded by magical means), if panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1–2 to 1–8, depending on size).

Ghost Ship: This is a lost ship manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice once for the crew and once for the leaders. *Crew:* 01–40 = 10–40 skeletons, 41–80 = 10–40 zombies, 81–00 = 10–20 juju zombies. *Leaders:* 01–30 = 1–4 wights, 31–60 = 1–3 wraiths, 61–80 = 1–2 spectres, 81–95 = 1–2 ghosts, 95–00 = 1 lich.

Hazard (ice): This can be a single huge ice mountain or 10–20 smaller, grinding floes. Hard contact with ice reduces seaworthiness by 5% and is 10% likely to require a seaworthiness check to avoid sinking.

Seaweed: This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30–300 feet high and reduce vision to 10 feet. Both have a 40% chance for another encounter if moved through or investigated.

Sunken Ship: This is a victim of storms, ice, or hostile action. Often these have their original cargo, and may be inhabited. Roll percentile dice: 01–10 = Has merchant treasure (see Men, merchant), 11–20 = no treasure, 21–60 = 2–24 lacedons (original crew), 61–00 = Monster (roll on appropriate encounter table).

Special Encounters: These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

Temperate Water Surface

2	Dragon turtle
3	Ghost ship
4	Otter, sea
5	Otter, sea
6	Depths encounter
7	Pirate ship
8	Sea lion
9	Eel, giant
10	Shark
11	Merchant
12	Whale
13	Dolphin
14	Warship or fisherman
15	Aerial encounter
16	Will o'wisp or seaweed
17	Seaweed (strangleweed 10%)
18	Seawolf, greater
19	DM Special
20	DM Special

Temperate Water Depths

2	Kraken
3	Narwhale
4	Urchin, black
5	Lamprey, giant
6	Sahuagin
7	Sea lion or hippocampus
8	Koalinth
9	Fish school
10	Fish school
11	Shark
12	Whale
13	Eel, giant
14	Dolphin
15	Mermen
16	Shark, giant
17	Squid, giant
18	Seawolf, lesser
19	DM Special
20	DM Special

Tropical Water Surface

2	Ghost ship
3	Strangleweed
4	Pirates, small boats
5	Pirates, warship
6	Depths encounter
7	Shark, giant
8	Crocodile, giant
9	Seaweed
10	Whale
11	Merchant
12	Fisherman
13	Shark
14	Barracuda
15	Aerial encounter
16	Warship
17	Seawolf, greater
18	Triton
19	DM Special
20	DM Special

Tropical Water Depths

2	Urchin, yellow or silver
3	Urchin, green or red
4	Snake, poisonous
5	Crocodile, giant
6	Ray, sting or pungi
7	Octopus or manta ray
8	Sahuagin
9	Seaweed (strangleweed 10%)
10	Fish school
11	Fish school
12	Shark
13	Eel, giant or locathah
14	Barracuda
15	Hippocampus or triton
16	Kapoacinth or lacedon
17	Snake, sea or giant slug
18	Ray, ixixachitl
19	DM Special
20	DM Special

Aquatic Monster Summoning, Saltwater

Monster Summoning I

1	Barracuda (1 HD)
2	Lamprey, common
3	Merman
4	Otter, sea
5	Piranha (3d4 appear)
6	Urchin, black

Monster Summoning II

1	Barracuda (2 HD)
2	Dolphin
3	Locathah
4	Ray, ixitxachitl
5	Ray, sting
6	Sea horse
7	Seawolf, lesser
8	Urchin, green

Monster Summoning III

1	Barracuda (3 HD)
2	Crab, giant
3	Lacedon (ghoul)
4	Sahuagin
5	Selkie
6	Urchin, red

Monster Summoning IV

1	Hippocampus
2	Kapoacinth (gargoyle)
3	Lobster, giant (crayfish)
4	Merrow, ogre
5	Otter, giant
6	Shark (3–5 HD)
7	Triton
8	Urchin, yellow

Monster Summoning V

1	Crocodile, giant
2	Lamprey, sea
3	Scrag (troll)
4	Sea lion
6	Shark (5–6 HD)
7	Spider, giant marine
8	Water weird
9	Urchin, silver
0	Roll again with 1d8

* This creature has a 10% chance to become free-willed for the duration of the spell if ordered to act against its nature or inclinations.

Monster Summoning VI

1	Eel, marine
2	Narwhale
3	Octopus
4	Seawolf, greater
5	Shark (7–8 HD)
6	Snake, giant sea (8 HD)

Monster Summoning VII

1	Ray, manta
2	Slug, giant sea
3	Snake, giant sea (10 HD)
4	Squid, giant

Monster Summoning VIII

1	Eye of the deep
2	Dragon turtle (12 HD)
3	Kraken*
4	Shark, giant
5	Voydanoi (16 HD)*
6	Whale, killer
7	Whale, small herbivore (12 HD)
8	Worm, mottled (purple)

Fresh Water Encounters

Cold Water Surface

2	Dragon turtle
3	Greenhag
4	Otter, giant
5	Lacedon
6	Depths encounter
7	Swan (10% swanmay)
8	Pirate
9	Land encounter
10	Hazard (navigational)
11	Fisherman or trapper
12	Merchant
13	Otter or beaver
14	Aerial encounter
15	Nixie
16	Merrow, ogre
17	Scrag
18	Naga, water
19	DM Special
20	DM Special

Cold Water Depths

2	Morkoth
3	Otter, giant
4	Quipper, common or giant
5	Voydanoi
6	Lacedon or kapoacinth
7	Kaolinth
8	Crayfish, giant
9	Crab, giant
10	Fish school
11	Fish school
12	Nixie or giant pike
13	Nixie or giant gar
14	Octopus
15	Merrow, ogre
16	Lamprey or marine eel
17	Snake, giant sea
18	Sunken ship
19	DM Special
20	DM Special

Aerial, Land, or Depth Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of fish of the same type, the aquatic version of herd animals. Although they usually do not attack (unless commanded by magical means), if panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1–2 to 1–8, depending on size).

Ghost Ship: This is a lost ship manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice, once for the crew and once for the leaders. *Crew:* 01–40 = 10–40 skeletons, 41–80 = 10–40 zombies, 81–00 = 10–20 juju zombies. *Leaders:* 01–30 = 1–4 wights, 31–60 = 1–3 wraiths, 61–80 = 1–2 spectres, 81–95 = 1–2 ghosts, 95–00 = 1 lich.

Hazard (navigational): This can ground or damage a vessel that does not have aboard a pilot familiar with the waters. Such hazards as sandbars and submerged logs often change position.

Seaweed: This includes both floating masses of weed and beds on the bottom. The former slow ships by 50%. The latter are 30–300 feet high and reduce vision to 10 feet. Both have a 40% chance for another encounter if moved through or investigated.

Special Encounters: These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, pearl beds, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

Temperate Water Surface

2	Crayfish, giant
3	Nymph
4	Otter, giant
5	Lizard man
6	Depths encounter
7	Swan (10% swanmay)
8	Merrow, ogre
9	Land encounter
10	Frog, giant or giant leech
11	Hazard (navigational)
12	Otter
13	Fisherman or merchant
14	Aerial encounter
15	Pirate or warship
16	Beetle, giant water
17	Lacedon
18	Scrag or sea hag
19	DM Special
20	DM Special

Temperate Water Depths

2	Dragon turtle
3	Nymph
4	Otter
5	Catfish or giant leech
6	Kapoacinth or lamprey
7	Lizard man
8	Koalinth
9	Beetle, giant water
10	Spider, giant water
11	Fish school
12	Pike, giant
13	Crayfish, giant
14	Quipper, giant
15	Nixie
16	Gar, giant
17	Octopus or giant lamprey
18	Lacedon
19	DM Special
20	DM Special

Tropical Water Surface

2	Crystal ooze
3	Kelpie
4	Nymph
5	Eel, electric
6	Depths encounter
7	Snake, giant const.
8	Pirate, small boats
9	Crocodile
10	Hazard (navigational)
11	Fisherman or merchant
12	Piranha
13	Frog, giant or poisonous
14	Aerial encounter
15	Seaweed
16	Seaweed (choke creeper)
17	Frog, killer
18	Naga, water
19	DM Special
20	DM Special

Tropical Water Depths

2	Vodyanoi
3	Eel, weed
4	Kelpie
5	Beetle, giant water
6	Spider, giant water
7	Snake, giant const.
8	Seaweed or strangleweed
9	Crab or crayfish, giant
10	Octopus
11	Pirhana, giant
12	Fish school
13	Eel, giant
14	Lizard man
15	Nixie
16	Kapoacinth
17	Naga, water
18	Snake, giant sea
19	DM Special
20	DM Special

Aquatic Monster Summoning, Freshwater

Monster Summoning I

1	Frog, giant (1 HD)
2	Koalinth (hobgoblin)
3	Lamprey, common
4	Nixie (3d4 appear)
5	Otter, common
6	Piranha (3d4 appear)

Monster Summoning II

1	Eel, electric
2	Frog, giant (2 HD)
3	Kuo-toa
4	Leech, giant (2 HD)
5	Lizard man
6	Piranha, giant

Monster Summoning III

1	Crab, Giant
2	Crocodile, common
3	Frog, giant (3 HD)
4	Lacedon (ghoul)

Monster Summoning IV

1	Beetle, giant water
2	Crayfish, giant
3	Kapoacinth (gargoyle)
4	Kelpie
5	Merrow, ogre
6	Otter, giant
7	Pike, giant
8	Spider, giant water

Monster Summoning V

1	Crocodile, giant
2	Eel, giant electric
3	Scrag (troll)
4	Water weird

Monster Summoning VI

1	Eel, marine
2	Gar, giant
3	Octopus
4	Seawolf, greater
5	Snake, giant sea (8 HD)
6	Vodyanoi (8 HD)

Monster Summoning VII

1	Catfish, giant
2	Greenhag
3	Naga, water
4	Snake, giant sea (10 HD)

Monster Summoning VIII

1	Slug, giant sea
2	Dragon turtle (12 HD)
3	Kuo-toan monitor
4	Worm, mottled (purple)

Special Encounters

Border Ethereal Encounters

2	Elemental, water
3	Elemental, fire
4	Elemental, air
5	Elemental, earth
6	Salamander
7	Ghost or groaning spirit
8	Cockatrice* or couatl
9	Human traveler**
10	Djinn or efreet
11	Basilisk* or ki-rin
12	Gorgon* or lammasu
13	Medusa* or phase spider
14	Invisible stalker
15	Xorn
16	Jann or marid
17	Aerial servant
18	Ethereal cyclone***
19	DM Special
20	DM Special

* The perceptions and special attack form of this creature extends into the border Ethereal Plane. The creature itself is on the Prime Material Plane, and if this is not possible, the encounter is ignored.

** The NPC Party section is used with the following modifications: party size is 1–6 with no class restrictions. One cleric will always be present, and at least one mage if party size is two or more. Levels are:

Priest	9th–18th	Wizard	11th–20th
Warrior	8th–15th	Rogue	8th–17th

*** An ethereal cyclone requires a saving throw vs. spell. Those who fail are blown to a single random location: on the Prime Material Plane (80%), on an Inner Plane (15%), or to an unknown location until rescued or otherwise able to reach the Prime Material Plane (5%).

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†Unusual fungi have a special property assigned by the DM, such as being exceptionally nourishing, giving off light, curing damage or disease, neutralizing poison, causing strength or weakness if eaten, repelling certain creatures, etc. DM specials might include trained hunting spiders, pack lizard trains, ochre jellies of twice normal size, etc.

Underdark Encounters

2	Mold, russet
3	Phycomid or ascomid
4	Trapper or purple worm
5	Mold, brown or violet fungus
6	Xorn or deep gnome (svirfneblin)
7	Myconid or lurker above
8	Roper or neo-otyugh
9	Otyugh or tunnel worm
10	Jermlaine or osquip
11	Shrieker or unusual fungus†
12	Troglodyte or kuo-toa
13	Mold, yellow or giant slug
14	Drow or duergar
15	Drow or drider
16	Umber hulk or slithering tracker
17	Aboleth or mind flayer
18	Beholder or gas spore
19	DM Special
20	DM Special

DUNGEON MONSTER RANDOM LEVEL MATRIX

Equivalent	Monster Level Table Consulted									
Dungeon Level	I	II	III	IV	V	VI	VII	VIII	XI	X
1st	1–16	17–19	20							
2nd–3rd	1–12	13–16	17–18	19	20					
4th	1–5	6–10	11–16	17–18	19	20				
5th	1–3	4–6	7–12	13–15	17–18	19	20			
6th	1–2	3–4	5–6	7–12	13–16	17–18	19	20		
7th	1	2–3	4–5	6–10	11–14	15–16	17–18	19	20	
8th	1	2	3–4	5–7	8–10	11–14	15–16	17–18	19	20
9th	1	2	3	4–5	6–8	9–12	13–15	16–17	18–19	20
10th–11th	1	2	3	4	5–6	7–9	10–12	13–16	17–19	20
12th–13th	1	2	3	4	5	6–7	8–9	10–12	13–18	19–20
14th–15th	1	2	3	4	5	6	7–8	9–11	12–17	18–20
16th & down	1	2	3	4	5	6	7	8–10	11–16	17–20

Procedure: To determine the monster table used for the encounter, cross-reference the roll of 1d20 with the equivalent dungeon level. Then roll 2d10 on the indicated table to determine the monster appearing. If two monsters are given, pick one or roll randomly.

If monster level is lower than dungeon level, increase the number encountered. If the monster level is greater than the dungeon level, reduce the number encountered (at least one will be encountered).

NPCs are adjusted by character level rather than by number (see NPC Party).

Intelligent monsters on Tables XI and X will have minions instead of greater numbers. On lesser levels minions will be fewer and/or less powerful.

Dungeon Level I

2	Badger, giant
3	Gnome or elf
4	Dwarf or halfling
5	Beetle, fire
6	Berserker
7	NPC party
8	Bat, common or large
9	Rat, common or giant
10	Bandit
11	Kobold
12	Goblin
13	Orc
14	Hobgoblin
15	Bullywug
16	Shrieker
17	Skeleton
18	Skeleton
19	DM Special
20	DM Special

Dungeon Level II

2	Mudman
3	Rot grub or killer frog
4	Frog, giant or poisonous
5	Toad, giant
6	Mongrelmen
7	NPC party
8	Stirge
9	Rat, giant
10	Spider, large
11	Lizard man
12	Gnoll (flind 10%)
13	Troglodyte
14	Beetle, bombardier
15	Centipede, large or giant
16	Ankheg (3–4 HD)
17	Zombie
18	Zombie
19	DM Special
20	DM Special

Dungeon Level III

2	Fungi, violet
3	Dog, death
4	Weasel, giant
5	Ochre jelly
6	Beetle, boring
7	Bugbear
8	Bat, huge (mobat)
9	NPC party
10	Lizard, giant
11	Snake, constrictor
12	Gelatinous cube
13	Orc, orog
14	Spider, huge
15	Centipede, megalo-
16	Lyc., rat
17	Ghoul
18	Ankheg (5–6 HD)
19	DM Special
20	DM Special

Dungeon Level IV

2	Ankheg (7–8 HD)
3	Hydra, 5 heads (pyro- or cryo-)
4	Toad, fire or poisonous
5	Lyc., wolf or ettercap
6	Hydra, 5–6 heads
7	Ape or hell hound
8	Owl bear or rust monster
9	NPC party
10	Snake, giant const.
11	Dog, blink
12	Ogre
13	Ooze, gray
14	Scorpion, giant
15	Gargoyle
16	Shadow
17	Ghast
18	Heucuva
19	DM Special
20	DM Special

Dungeon Level V

2	Slithering tracker
3	Imp or quasit
4	Hydra, 6 heads (pryo- or cryo-)
5	Shrieker or yellow mold
6	Displacer beast or leucrotta
7	Cockatrice
8	Hydra, 7 heads
9	NPC party
10	Lizard, subterranean
11	Lizard, subterranean
12	Minotaur
13	Snake or spider, giant
14	Rust monster
15	Verbeeg or margoyle
16	Doppleganger
17	Shadow or juju zombie
18	Lyc. boar
19	DM Special
20	DM Special

Dungeon Level VI

2	Pyrolisk
3	Drider
4	Ogre mage
5	Medusa
6	Basilisk
7	Hydra, 7–9 heads
8	Carrion crawler or otyugh
9	NPC party
10	Lizard, minotaur
11	Manticore
12	Troll
13	Slime, green or yellow mold
14	Scorpion, giant or brown mold
15	Spider, phase
16	Wyvern
17	Wight or wraith
18	Wight or wraith
19	DM Special
20	DM Special

Dungeon Level VII

2	Efreet or flesh golem
3	Djinn or invisible stalker
4	Hydra, 7–9 heads (pryo- or cryo-)
5	Behir or greater basilisk
6	Neo-otyugh or mimic
7	Will o'wisp
8	Chimera or gorgon
9	NPC party
10	Pudding, black
11	Lizard, fire or tunnel worm
12	Hydra, 10–12 heads
13	Giant, hill or shambling mound
14	Troll, 2-headed or ettin
15	Giant, stone or roper
16	Umber hulk or spirit naga
17	Mummy
18	Spectre
19	DM Special
20	DM Special

Dungeon Level VIII

2	Hydra, lernaean
3	Golem, clay
4	Trapper or lurker above
5	Hydra, 12 heads (pyro- or cryo-)
6	Gorgimera or dracolisk
7	Slug, giant or purple worm
8	Vampire
9	NPC party
10	Hydra, 13–16 heads
11	Giant, frost
12	Will o'wisp
13	Rust monster
14	Couatl or guardian naga
15	Giant, fire
16	Pudding, dun or brown
17	Medusa, greater
18	Ghost or ruhk (rakshasa)
19	DM Special
20	DM Special

Dungeon Level IX

2	Hydra, 17–20 heads
3	Hydra, 12 heads (pyro- or cryo-)
4	Elemental, earth (12 HD)
5	Bulette
6	Worm, purple
7	Ki-rin
8	Slug, giant
9	NPC party
10	Golem, stone
11	Xorn
12	Umber hulk
13	Giant, storm
14	Rust monster
15	Dragon, black (ancient)
16	Gorgon
17	Vampire, cleric 7th–10th level
18	Rakshasa, rajah
19	DM Special
20	DM Special

Dungeon Level X

2	Demilich
3	Lurker above
4	Elemental, earth (16 HD)
5	Rakshasa, maharajah
6	Dragon, red (ancient)
7	Dragon, blue (ancient)
8	Lich
9	Golem iron
10	NO ENCOUNTER
11	Underdark encounter
12	Beholder
13	NPC party
14	Slug, giant
15	Gas spore
16	Vampire, mage 9th–12th level
17	Vampire, mage 9–12th level
18	Tarrasque
19	DM Special
20	DM Special

Underdark Encounters

2	Mold, russet
3	Phycomid or ascomid
4	Trapper or purple worm
5	Mold, brown or violet fungus
6	Xorn or deep gnome (svirfneblin)
7	Myconid or lurker above
8	Roper or neo-otyugh
9	Otyugh or tunnel worm
10	Jermlaine or osquip
11	Shrieker or unusual fungus
12	Troglodyte or kuo-toa
13	Mold, yellow or giant slug
14	Drow or duergar
15	Drow or drider
16	Umber hulk or slithering tracker
17	Aboleth or mind flayer
18	Beholder or gas spore
19	DM Special
20	DM Special

NPC Parties

To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially; but the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2–12 members—2–5 major characters and the rest henchmen or men-at-arms.

Characters: The Character Subtable establishes a "typical" party structure by limiting character number and classes allowed. Determine character race (20% demihuman) and demihuman multi-classes on the Racial Subtable (multi-class results can exceed the limits of the Character Subtable limits).

Character Level and Equipment: These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: A 1st-level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

Character spells: These are selected by the DM according to those most suited to the NPC party. Wizards are subject to the limits of spells known. Henchmen spellcasters are treated likewise.

Henchmen: The major NPCs will have a total of 2–5 henchmen, up the party size, with any remainder being men-at-arms. If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g., a paladin would not follow a thief, nor would a ranger below 8th level have henchmen). A henchman's level is one-third of that of his master (round up or down). If the master's level is above 8th, the henchman has 1 additional level per 3 full levels of the master. Thus, a 5th-level mage would have a 2nd-level henchman, while an 11th-level mage would have a 5th-level henchman (4+1). Henchmen are armed much as major NPCs, though they are not as heavily armored. Their magic is assigned as for major NPCs, but usually will be less powerful.

Men-at-Arms: Little detail is needed for these other than hit points. They often have poor armor and few weapons: for example, studded leather, crossbow and dagger, or (at best) scale mail, shield, spear, long sword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Subtable

Dice Score	Character Type*	Maximum No. in Party
01–17	CLERIC	3
18–20	Druid	2
21–60	FIGHTER	5
61–62	Paladin	2
63–65	Ranger	2
66–86	WIZARD	3
87–88	Specialist	1
89–98	THIEF	4
99–00	Bard	1

* Typically, 20% of these will be non-human

Race Subtable

Dice Score	Race*	% of Multi-Class
01–30	Dwarf	15%
31–55	Elf	85%**
56–65	Gnome	25%
66–90	Half-Elf	85%**
91–00	Halfling	10%

* In an evilly-aligned party, these will be half-orcs. The chance for a multi-class half-orc is 50%: fighter-thief, fighter-cleric, or cleric-thief.

** If the roll is for multi-class is 01–20, the character is triple-classed.

Multi-class levels: For two classes, subtract 1 level; for three classes, subtract 2 levels. Adjust each class downward to the racial maximum, if applicable.

Magical Items for NPC Parties

Level	Chance/No. of Items/Table				
1st	10%	/	1	/	I
2nd	20%	/	2	/	I
3rd	30%	/	2	/	I
	10%	/	1	/	II
4th	40%	/	2	/	I
	20%	/	1	/	II
5th	50%	/	2	/	I
	30%	/	1	/	II
6th	60%	/	3	/	I
	40%	/	2	/	II
7th	70%	/	3	/	I
	50%	/	2	/	II
	10%	/	1	/	III
8th	80%	/	3	/	I
	60%	/	2	/	II
	20%	/	1	/	III
9th	90%	/	3	/	I
	70%	/	2	/	II
	30%	/	1	/	III
10th	*	/	3	/	I
	80%	/	2	/	II
	40%	/	1	/	III
11th	*	/	3	/	I
	90%	/	2	/	II
	50%	/	1	/	III
	10%	/	1	/	IV
12th	*	/	3	/	I
	*	/	2	/	II
	60%	/	1	/	III
	20%	/	1	/	IV
13th+	*	/	3	/	I
	*	/	2	/	II
	*	/	1	/	III
	60%	/	1	/	IV

* Automatically has this with no roll needed. Use random determination only when any general magical item would be suitable to the individual. Note that some items are in groups or multiples.

Magical Items for Character Encounters

TABLE I

Die	Item (d20)
1	2 Potions: *flying, healing*
2	2 Potions: *extra-healing, polymorph (self)*
3	2 Potions: *fire resistance, speed*
4	2 Potions: *healing, hill giant strength*
5	2 Potions: *heroism, invulnerability*
6	2 Potions: *human control, levitation*
7	2 Potions: *animal control, diminution*
8	1 Scroll: *1 Spell, level 1–6*
9	1 Scroll: *2 Spells, level 1–4*
10	1 Scroll: *protection from magic*
11	1 Ring: *mammal control*
12	1 Ring: *protection +1*
13	1 Armor: *leather +1*
14	1 Shield: +1
15	1 Sword: +1 *(no special abilities)*
16	10 Arrows: +1
17	4 Bolts: +1
18	1 Dagger: +1
19	1 Javelin: +2
20	1 Mace: +1

TABLE II

Die	Item (d20)
1	2 Potions: *oil of etherealness, superheroism*
2	2 Potions: *ESP, gaseous form*
3	1 Scroll: *3 Spells, level 2–9 or 2–7*
4	2 Rings: *fire resistance, invisibility*
5	1 Ring: *protection +2*
6	1 Staff: *striking*
7	1 Wand: *magic missiles*
8	1 Wand: *wonder*
9	1 *brazers of defense AC 4*
10	1 *brooch of shielding*
11	1 *cloak of elvenkind*
12	1 *dust of appearance*
13	1 Figurine: *serpentine owl*
14	3 *javelins of lightning*
15	1 *jar Keoghtom's ointment*
16	1 *robe of useful items*
17	1 set: *chain mail +1, shield +2*
18	1 set: *chain mail +3*
19	1 Sword: +2 *(or +1 with abilities*)*
20	2 Weapons: *crossbow of speed, hammer +1*

TABLE III

Die	Item (d20)
1	1 Ring: *spell storing*
2	1 Ring: *mind shielding*
3	1 Rod: *cancellation*
4	1 Staff: *command*
5	1 Wand: *fear*
6	1 Wand: *negation*
7	1 *bag of tricks*
8	1 *boots of speed*
9	1 *boots of striding and springing*
10	1 *cloak of displacement*
11	1 *necklace of missiles*
12	1 *pipes of the sewers*
13	1 *rope of climbing*
14	1 *rope of entanglement*
15	1 *scarab of protection*
16	1 set: *plate mail +2, shield +3*
17	1 Shield: +5
18	1 Sword: +3 *(or +2 with abilities*)*
19	1 *mace or hammer +2*
20	1 *spear +2*

TABLE IV

Die	Item (d12)
1	1 Ring: *djinn summoning*
2	1 Ring: *human influence*
3	1 Ring: *spell turning*
4	1 Rod: *smiting*
5	1 Rod: *terror*
6	1 Wand: *lightning or fire*
7	1 Wand: *illusion*
8	1 Staff: *thunder & lightning*
9	1 *amulet of life protection*
10	1 *cube of force*
11	1 *deck of illusion*
12	1 *eyes of charming*
13	1 *helm of teleportation*
14	1 *horn of blasting*
15	1 *robe of blending*
16	1 *stone of good luck*
17	1 set: *plate mail +3, shield +4*
18	1 Sword: +4 *(or +3 with abilities*)*
19	1 Arrow: *of slaying (character class)*
20	1 Net: *of entrapment*

* Intelligence, if any, will not exceed 16.

CASTLES & FORTRESSES (Optional)

Most wilderness castles and fortresses will already have been placed before play begins. Sometimes, most often when the party is mapping new territory, a previously unknown castle may be discovered. In this case, there is a base 1-in-20 chance that any wilderness encounter will be with an unknown stronghold. When this occurs, determine the castle size, inhabitants, and master's class (if any) before rolling to see if the party is surprised.

Surprise: If the party is surprised, and if the stronghold is inhabited by brigands or an NPC master, they will have been surprised by a patrol from the stronghold. Otherwise the party will see the stronghold from ½ to 5 miles away and be able to pass the place or investigate it as they wish.

Patrols: Prepare some standard patrols before play. Racial composition should be typical for the area. The patrol will be mounted unless special considerations apply (such as unsuitable terrain, or a nation that shuns mounts). Leaders will have superior mounts (typically war horses).

A typical patrol will be commanded by a fighter (or possibly ranger) of 6th to 8th level. He will have a lieutenant of 4th to 5th level, a serjeant of 2nd to 3rd level, 3 to 4 1st level veterans, and 13–24 men-at-arms. Accompanying them will be either a cleric of 6th or 7th level (40% chance) or a wizard of 5th to 8th level (60% chance).

Fighters of 1st level or higher will have plate mail, shield, lance, flail, and long sword. Men-at-arms will typically have chain or scale mail, shield, bow or light crossbow, and a hand weapon. Magical items are assigned by the DM (see NPC Party, previous page).

Castles: The size of the castle and its garrison are given in the tables. The reactions of the castle garrison to an approaching party will be dictated by the culture and society of the area. For example, in a typical medieval European fantasy setting, a friendly reaction would result in the castle master welcoming the adventurers, entertaining them royally (with hunts, drinking bouts, etc.), and offering an escort to the border of his territory when they choose to leave. A neutral reaction could be a demand for toll, or refusal to let them into the place without facing one or more of their fighters in non-lethal combat (such as jousting), taking the fighters' armor and weapons if they lose. A hostile reaction could range from an immediate attack to feigning friendship, then capturing them for ransom.

If the castle is attacked, the garrison will man the walls, any cavalry dismounting for the purpose. The castle will be stocked with food, water, and supplies of arms and missiles. Heavy crossbows will be available to the defenders. In addition, there will be artillery and sufficient crew to operate it (see tables)

Castle Table 1: Size and Type

Dice Roll	Size	Type
01–10	Small	Small shell keep
11–25	Small	Tower
26–35	Small	Moat house or friary
36–45	Medium	Medium shell keep
46–65	Medium	Small walled castle with keep
66–80	Medium	Medium walled castle with keep
81–88	Large	Concentric castle
89–95	Large	Large walled castle with keep
96–00	Large	Fortress complex

Castle Table 3: NPC Master

Dice roll	Master's Class and Level	
01–20	CLERIC	9th–12th
21–65	FIGHTER	9th–12th
66	Paladin	9th–12th
67–68	Ranger	9th–10th
69–85	WIZARD	10th–14th
86–98	THIEF	10th–14th
99–00	Bard	10th–14th

The master will have 2–5 henchmen, plus any special followers due to class or level.

Castle Table 2: Inhabitants

Dice Roll			
Small	Medium	Large	Inhabitants
01–45	01–30	01–15	Totally deserted
46–60	31–50	16–40	Deserted (monster)
61–70	51–65	41–60	Brigands
71–00	66–00	61–00	NPC master

Totally deserted indicates the construction is in disrepair, and on close examination appears empty.

Deserted castles appear totally deserted, but entry into the construction will discover a monster. Roll again on the encounter chart; if unsuitable, read the result from the "Rough" column.

Brigands means the place is occupied by normal men. Barbarians or dervishes can be substituted, depending on the terrain.

NPC master encounters proceed to the next Table 3 (above).

Castle Table 4: Artillery and Garrison

Size	Type	Garrison	Ballistae	Light Catapults	Oil Cauldrons
SMALL	Moat house	10–80	2	—	1
	Tower	10–60	1	—	1
	Shell keep	20–120	—	1	2
MEDIUM	Shell keep	30–300	—	2	2
	Small castle	40–400	2	1	4
	Medium castle	60–600	2	2	5
LARGE	Concentric castle	100–800	4	2	6
	Large castle	200–2000	4	4	8
	Fortress	300+	var.	var.	var.

Garrison is the typical number of men that the castle can accommodate. The lower figure is the peacetime complement.

Ballistae are direct fire, crewed weapons that shoot bolts of spear size. With a 4-man crew, a ballista can be fired every second round.

Light catapults are indirect fire, crewed weapons that throw stones or flaming pitch.

Cauldrons are filled with boiling oil, which is then poured down upon attackers. The DM should decide the exact effect of boiling oil (save vs. death, for example).

Castle Table 5: Artillery

	Range		Damage		Rate of	Base	Crew	
Device	Min.	Max.	S–M	L	Fire	To Hit	Min.	Max.
Ballista	—	320 yd	2–12	3–18	1/4*	15	2	4
Catapult, light	150 yd	300 yd	2–20	3–12	1/4	20	4	6

Range is the distance to the target creature. The minimum range reflects the arcing trajectory of the catapult.

Rate of fire is speed of firing with the minimum crew. If crew is less than the minimum, the rate of fire is halved. (*) A ballista with maximum crew can fire once every two rounds.

Base to Hit. The artillery proficiency of the crew chief determines the chance to hit. Artillery fire ignores Armor Class. Any hit will inflict damage. The base number to hit can be lowered by 1 for each level of skill (equal to a proficiency slot) the crew chief has with the weapon. Each consecutive shot against a stationary target gets a +4 bonus (+4, +8, etc.).

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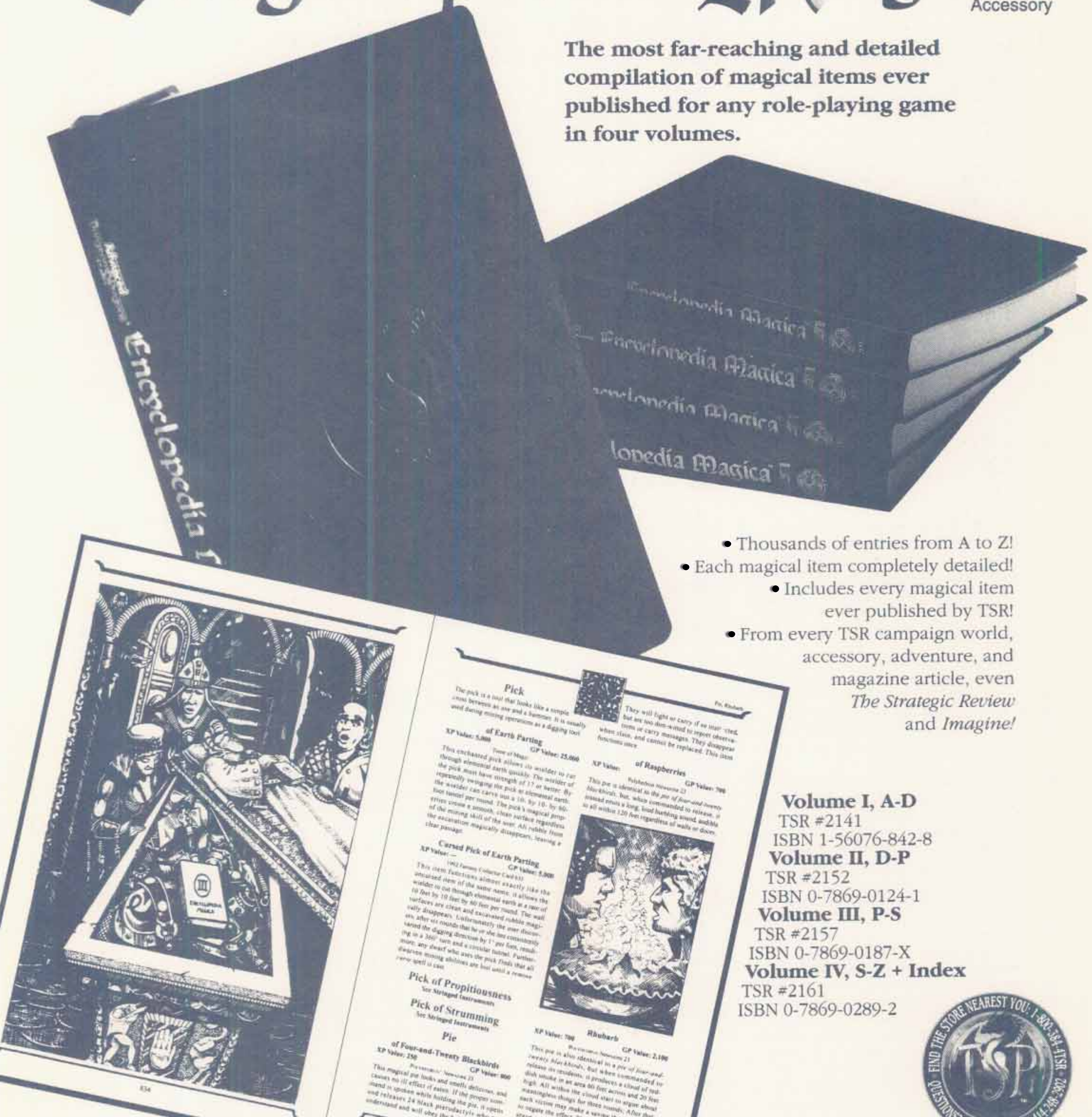
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